

GETTING CONNECTED

HOW TO CONNECT TO GCP

1. Making a Backup disk

Before you can use the GCP system, you must make a backup copy of side 1 of the GCP BOOT/LOS disk. You can then configure your backup copy for your modem and use it to connect to GCP.

To make a backup disk, place the BOOT disk in your disk drive, with the labelled side up and close the disk drive door. Then turn on your computer. Your computer will boot up into the ATARI DOS 2.5 menu (if you have BASIC in your computer, you will get the READY prompt instead; type DOS and press [Return] to get the DOS 2.5 menu).

Remove the Master BOOT disk from the drive and insert a blank floppy. Then pick DOS menu option P (FORMAT SINGLE) and press [Return]. It prompts you:

WHICH DRIVE TO FORMAT?

Type 1 and press [Return].

It then prompts:

TYPE "Y" TO FORMAT DISK 1

Make sure that you have a blank disk in the drive (NOT the Master GCP disk!!) and then type Y [Return].

The drive will spend a few seconds formatting your disk and then return with the select item prompt.

You now have a blank formatted disk. Now you are ready to make a backup copy of your Master BOOT disk.

Place your Master GCP BOOT disk back in the drive (label side up). Then pick menu option J (DUPLICATE DISK) and press [Return]. You will be prompted:

DUP DISK-SOURCE,DEST DRIVES?

Type 1,1 [Return]

You are prompted:

INSERT SOURCE DISK,TYPE RETURN

Make sure that the GCP Master BOOT disk is in the

drive, with the door closed and type [Return]. The drive will access for some time and then you will be prompted:

INSERT DESTINATION DISK,TYPE RETURN

Take the GCP Master BOOT disk out of the drive and put the blank disk that you formatted earlier in, then press [Return]. The disk will access again, then you will be prompted:

INSERT SOURCE DISK,TYPE RETURN

Remove the backup disk from the drive and put the GCP Master BOOT disk back in (label side up). Close the disk drive door and press [Return]. This swapping of disks will continue until the entire GCP Master BOOT disk has been copied onto your backup disk, at which time you will see the prompt:

SELECT ITEM OR RETURN FOR MENU

You now have a backup copy of side 1 of your GCP Master BOOT disk. You should also make backups of side 2 of the GCP Master BOOT disk, and of both sides of your GCP Master CITY/GAME disk so that you can put your Master copies away in a safe place. If you are anxious to proceed, however, you can continue without making the backup copies right at the moment.

2. Configuring for your modem

In order for you to be able to use your modem to access GCP, you will have to create an AUTORUN.SYS file on your BOOT disk. Creating this file is very simple, because the correct file for each of the major Atari compatible modems is already supplied to you on the disk. All you have to do is to rename the file to be called AUTORUN.SYS. This section will explain how to do that.

To configure your backup copy of the BOOT disk (which we will refer to from now on just as the BOOT disk), make sure that your backup copy of the BOOT disk is in your disk drive. Then pick DOS menu option A. You will be prompted:

DIRECTORY--SEARCH SPEC,LIST FILE?

Just press [Return]. You will get a directory of the files on the BOOT disk. There will be 5 files on the disk that end in GCP. You will be renaming one of these files to be called AUTORUN.SYS.

To rename the file, pick DOS menu option E and press [Return]. You will see the prompt:

RENAME - GIVE OLD NAME, NEW

What you type here depends on what modem you are using. If you have an Atari 1030 or XM301, type:

A1030.GCP,AUTORUN.SYS and press [Return]

If you have an MPP 1000c or MPP 1000e modem, type:

MPP.GCP,AUTORUN.SYS and press [Return]

If you have a modem connected to one of the serial ports on an Atari 850 interface, type:

A850.GCP,AUTORUN.SYS and press [Return]

If you have a Supra 1200 or an R-Verter, type:

RVERTER.GCP,AUTORUN.SYS and press [Return]

If you have anything else, just press [Break] to get back to the DOS 2.5 menu and refer to the section on

Alternate Configurations at the end of this booklet for instructions on how to proceed.

You now have an AUTORUN.SYS file on your disk, which will allow you to connect to Games Computers Play. The next step will be to boot up your computer using this disk that you have created.

At this point, turn off your computer, modem and interface (if you have one).

3. GCP-Start Program

The purpose of the GCP-Start program is simply to connect your computer to the GCP central computer located in York, PA. This is done by using your modem to connect to the Tymnet data network, which is a world wide electronic data network that has over 500 local access points in the U.S. alone.

Once your modem is connected to Tymnet, you must tell Tymnet that you want to talk to the GCP central computer. This is done by issuing a few simple commands to Tymnet. The GCP-Start program makes this easy to do, through the steps described below.

When you connect to GCP, the GCP-Start program will then load the program that you will be using while in the GCP City. This program is called the GCP-Term program.

3.1 Loading GCP-Start

Your BOOT disk, with the AUTORUN.SYS file you have created, is a self booting disk. Turn your computer OFF, then turn on your disk drive, modem and interface (if you have an interface). Now place the BOOT disk in the disk drive, make sure that you do not have a cartridge in your computer and turn the computer on.

The disk drive will access your disk for a few moments, and the GCP-Start Menu will appear on your screen. This is how you will boot up every time you want to call GCP.

3.2 GCP-Start Menu

The menu displays all the selections that you can make in the GCP-Start program. Exactly which selections are available to you depends on the type of modem you have. In the explanations below, you can safely ignore the description of any item that is not in the menu on your screen.

Any time that you have a problem, you can press the

OPTION key to stop what you are doing and return to this menu.

For your first time through, you will probably want to dial from the keyboard (if your modem has autodial capability). After you are a little more familiar with the GCP-Start program you will want to read the section on Saved Phone Numbers. Advanced users will want to read the section on Auto-connect.

3.2.1 Your selection ?

This prompt requests that you enter a selection from the menu. To select a menu item, press the letter or number that is in inverse video in the item that you want. You do not need to press [Return].

3.2.2 Baud Rate changes

If you have a modem which is capable of 1200 baud (baud is a measure of modem speed), you can talk to it at 1200 baud by pressing B while at the GCP-Start Menu. Pressing B again will take the modem speed back to 300 baud.

This selection is not available (and will not appear in the menu) for the Atari 1030/XM301 and MPP 1000 modems.

3.2.3 Dialing from the Keyboard

The easiest way to get connected to GCP is to dial the phone number from the keyboard.

NOTE: this will only work if you have a modem capable of dialing the phone. The Atari XM301 and Atari 1030 have this capability, as does the MPP 1000 series and Hayes compatible modems.

If you have one of the modems mentioned above, just press K and the program will prompt you for the phone number to enter with one of these prompts:

Dial: _____ (Atari 1030/XM301 or MPP 1000)

Dial: ATDT_____ (other modems)

You can type in your local Tymnet access number (from the supplied sheet of local access numbers) and press [Return]. If you make a mistake typing in the number, you can delete characters with the [Delete] key, or clear out the entire number by pressing [Shift] and [Delete] at the same time.

After you press [Return], the modem will dial the phone. For an Atari 1030/XM301 or MPP 1000 modem, it will first dial the number, then wait for carrier, then the GCP-Start program will drop into "Terminal mode". Other modems will go directly into "Terminal mode".

The beginning "ATDT" that is supplied for modems other than the Atari 1030/XM301 or MPP 1000 will tell Hayes compatible modems to dial the phone and to use "touch tone". If you do not have a touch tone phone, you can use the [Delete] key to delete the last "T", so that your modem will dial manually. If your modem is not Hayes compatible, you will have delete the "ATDT" with the [Delete] key and type the proper control codes to get your modem to dial.

3.2.3.1 Connecting to GCP

Once in Terminal mode, you will see the following message from Tymnet appear on your screen (if you are using a 1200 baud modem, the message may be garbled, or appears as all 'x's):

please type your terminal identifier:

At this point, type A (without pressing [Return]). Tymnet will come back with:

please log in:

It is asking you for the name of the company to connect to, and the password to use. Do not type your name and password! Instead, you should type the logon name and password of GCP (this information is shown below).

There are two CAUTIONs you should be aware of: first, you cannot correct what you type here. If you type something wrong, press the [Esc] key and you will get the "please log in:" prompt again so that you can

retype the line.

Second, the word "PLAY" will NOT appear on your screen when you type it. Do not be alarmed.

Ok, now type the following line, and press [Return].

GAM-COM;PLAY

There may be a brief pause, then you will get a message that says:

P n online

(where 'n' is a number, like 4 or 7). This means that you are connected to the GCP central computer. You are now ready to load in the GCP-Term program.

This is the last point that you can back out of what you are doing by pressing OPTION. Once you proceed to the next step, you can only stop by turning off your computer.

Press the START key. There will be another pause while your computer and the GCP central computer talk. This 'talking' will show up on your computer as 2 or 3 lines of strange characters. You can ignore these.

Once your computer and the GCP computer agree on what they are doing, your disk drive will access and the GCP-Term program will be loaded.

You are done with Booting Up. Please get out your GCP City manual which will tell you what to do next. Make sure you have your logon name and password handy.

3.2.4 Saved Phone Numbers

Dialing from the keyboard is convenient, but it is not necessary to type the number into your computer every time you use the GCP-Start program. The program can remember up to 3 phone numbers.

When you are at the GCP-Start Menu, you can select which phone number by pressing 1, 2 or 3. You will see the prompt:

Edit or Dial?

Type E to edit the number. The screen will put up a blank line (which may be partially filled in with "ATDT" for some modems). You can type in the phone number that you want the program to remember and press [Return]. If you make a mistake typing in the number, you can delete characters with the [Delete] key, or clear out the entire number by pressing [Shift] and [Delete] at the same time.

You can also pick D to dial the number that you have selected. If you have changed any of the numbers, or the baud rate of your port, the screen will prompt you:

Save configuration to disk Y/N ?

Type Y to save the phone numbers to disk.

NOTE: this prompt will only appear after you have changed the phone numbers to be saved away. If you have not, the modem will immediately dial when you pressed D at the "Edit or Dial" prompt.

Once the modem has dialed the phone, you will be placed into "Terminal mode" and must log in to GCP through the Tymnet network. This procedure is detailed in the section above called "Connecting to GCP". Please refer to that section once you have completed dialing.

3.2.5 Terminal mode

Terminal mode allows you to type on the keyboard and have it go to the modem directly. It is not available from the Menu for the Atari 1030 and XM301 modems because they must dial the phone before typing on the keyboard is meaningful.

For Hayes compatible modems, you can dial the phone from Terminal mode by using the Hayes dialing commands, such as ATD555-1212 to dial using rotary dialing or ATDT555-1212 to dial using pulse dialing.

For MPP modems, you can use Terminal mode when you dial the phone manually. When you do this, you should dial your closest Tymnet number, then press the SELECT key when you hear the phone ring. This will allow the modem to pick up the line when it detects the carrier.

Once you are connected to Tymnet through your modem, you must follow the steps given above in the section on "Connecting to GCP". Please refer to that section for what these steps are.

3.2.6 Auto-connect

The ability of the GCP-Start program to save the phone numbers for later use makes it easier to call up GCP, but you will still have to go through the Tymnet prompts to get connected to GCP and then press START to boot in the GCP-Term program. The Auto-connect sequence allows you to automate this whole process.

To create an Auto-connect sequence, type A at the GCP-Start Menu. You will be prompted:

Edit or Do Auto?

Type E to edit the auto-connect sequence. The screen will display 3 blank lines where you can type your auto-connect sequence. A sample sequence for the Atari 1030/XM301 or MPP 1000 is shown below. Type it in, substituting your Tymnet number for the phone number in the example. If you make a mistake, you can correct it with the [Delete] key.

```
|555-1212|[P]A[W:]GAM-COM;PLAY^M[WP][S]
```

When you are done typing it in, press [Return]. The screen will clear and the Menu will reappear.

The equivalent sequence for Hayes compatible modems is shown below:

```
ATDT555-1212^M[WC][P]A[W:]GAM-COM;PLAY^M[WP][S]
```

3.2.6.1 Using Auto-connect

After you have created an auto-connect sequence, you can execute it by selecting A at the Menu and D when prompted for "Edit or Do auto-connect?".

The autoconnect sequence shown above will dial the phone, give the correct information to Tymnet to connect to GCP, then boot in the GCP-Term program.

3.2.6.2 Auto-connect sequence format

The auto-connect sequence can be up to 119 characters long and can contain 5 types of information:

1. A phone number for an Atari 1030/XM301 or MPP 1000 modem, enclosed in
2. Pause for 3 seconds (by entering [P] in your auto-connect sequence).
3. Wait for a certain character before continuing, such as [W:] to wait for a : before proceeding.
4. Simulate a press of the START function key (by entering [S] in your auto-connect sequence).
5. Send a string of characters to the modem port. You can include control characters by typing ^ (press the [Shift] and * key simultaneously) and the ASCII equivalent of the key. For example, to send an ASCII carriage return, type

^M

To send a control C, type:

^C

The example auto-connect sequence shown before is repeated below, along with an explanation:

```
|555-1212|[P]A[W:]GAM-COM;PLAY^M[WP][S]
```

The |555-1212| causes an Atari 1030/XM301 or MPP 1000 to dial the number 555-1212 and wait for carrier to be detected. A Hayes compatible modem could accomplish the same thing by using ATDT555-1212^M[WC] to dial the phone and wait for the CONNECT message to come back from the modem.

The [P] causes the program to wait for 3 seconds to give Tymnet a chance to request the terminal identifier.

The A is sent to Tymnet to tell it what kind of terminal you are using.

The [W:] waits for the : in the Tymnet "please log in:" prompt.

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The GAM-COM;PLAY^M tells Tymnet that you want to log into GCP.

The [WP] waits for the P in the "P 3 is online" message from GCP.

The [S] presses the START key to boot in the GCP-Term program.

4. Alternative Configurations

The GCP software is compatible with any software which abides by the standard definitions and OS calls. GCP supplies pre-configured files for the most popular modems, but you can also use it with other modems, other DOSes and sundry other equipment, such as Ramdisks.

4.1 Alternate Serial Interfaces and Modems

To use the GCP software with a serial interface or modem other than the ones supplied, you must create an AUTORUN.SYS file combining the AUTORUN.SYS file of your modem/interface and the BOOT.GCP program supplied on the GCP BOOT disk.

You do this by copying the AUTORUN.SYS file which you got with your modem/interface to your backup copy of the GCP BOOT disk. You can do this by booting up DOS 2.5 (supplied on the GCP BOOT disk) and using menu option O (duplicate file).

Next, you must append the file BOOT.GCP to your AUTORUN.SYS file on the backup GCP BOOT disk. You do this by using the C (copy file) option on the DOS 2.5 menu. When it prompts:

COPY--FROM, TO?

Type:

BOOT.GCP,AUTORUN.SYS/A

You should then be able to boot up your backup disk and proceed as if you had any other modem/interface.

4.2 Alternate DOS

You do not have to use Atari DOS 2.5 with the GCP software. If you have another DOS which you prefer (for example, if you have a DOS which supports high capacity drives), you can copy the files off the GCP disks and onto a disk formatted by your favorite DOS.

This is especially useful if you have double density drives. You can copy two of the GCP disks onto one of your higher capacity disks.

There is one caution to keep in mind: when connected to GCP, all the disks which you use **MUST** be in the same DOS and density. So if you want to download files from GCP, you must have a disk formatted in the same density and DOS that is on your backup BOOT disk.

4.3 Multiple Drives

GCP also allows you to use more than one disk drive while online. Multiple drives allow you to reduce the amount of disk swapping while connected to GCP.

Once you are connected to GCP, you can use the SET-DRIVE terminal command to tell GCP that you are using more than one drive. (See the GCP City manual for more information on terminal commands).

4.4 Ramdisks

Ramdisks are also supported by GCP. They are very helpful in using the service because reduce the time to needed to access the files on disk.

To use a ramdisk, you must boot up into DOS using a disk that contains the RAMDISK.COM file. Then delete the MEM.SAV file from the ramdisk and copy all the files from the GCP disk or disks that you want to access into your ramdisk.

NOTE: you should copy ALL the files from a given GCP disk into your Ramdisk. If you copy only some of the files, you can easily lock up your computer while online.

The ramdisk on a 130XE is cannot hold as much as an Atari disk. Therefore, you will not be able to place the entire CITY disk into the 130XE ramdisk. There is still a way to get the benefit of the Ramdisk.

Make another backup of the City Disk and label it "GCP City 130XE Ramdisk version". Then delete the following files from it:

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TOPOST.* FPOST.* UPDATE.* FUPDT.*

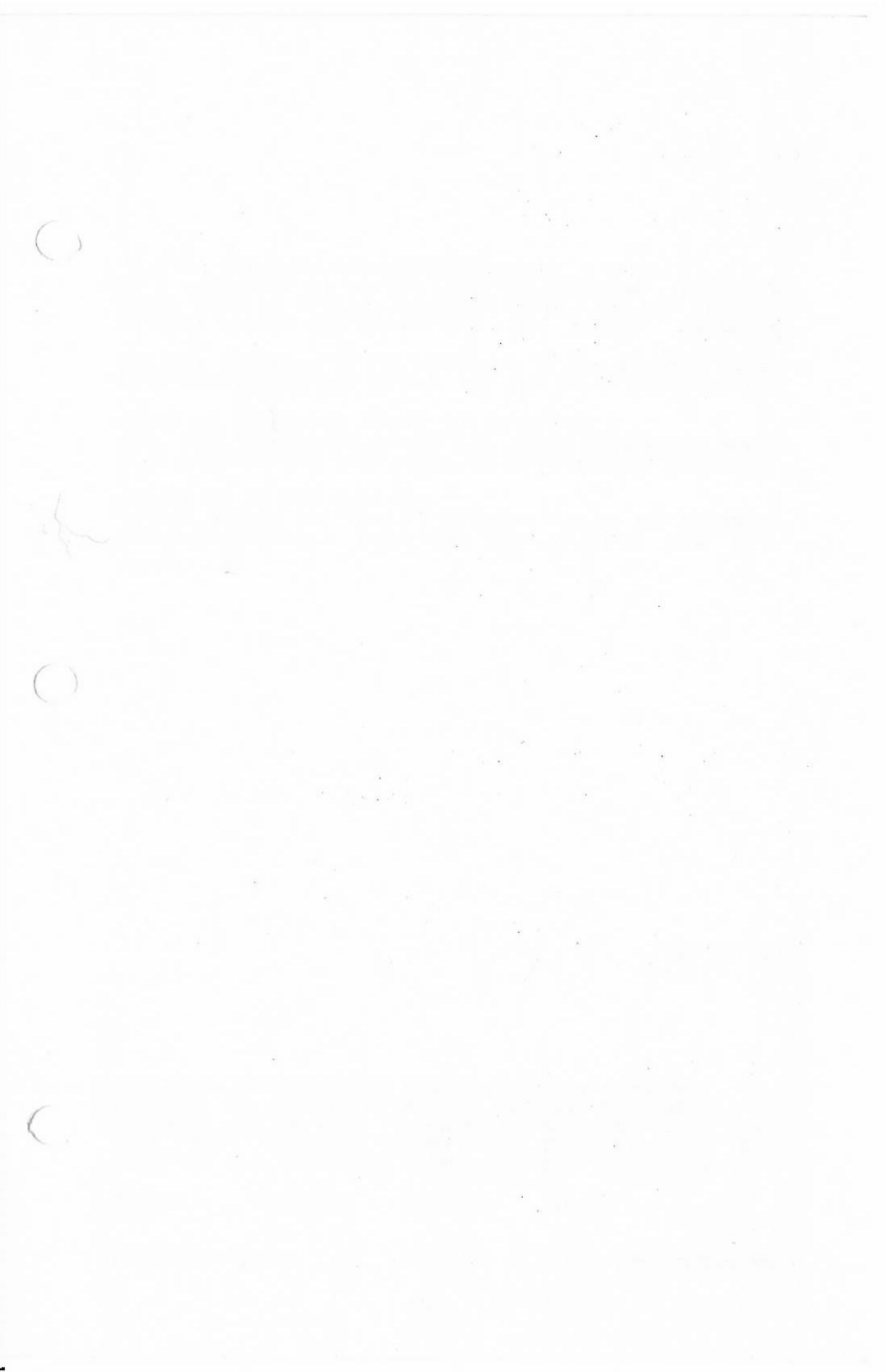
Copy all the remaining files into the 130XE ramdisk. This will give you enough space in the ramdisk, but you will not be able to get into or out of the PostOffice or Update unless you put the CITY disk back in drive 1 and issue a SETDRIVE 1 CITY command.

Acknowledgements: GCP would like to thank the following people for their contributions to the software contained on the GCP disks:

Russ Wetmore and Joe Miller of Star Systems Software, for the modem handler for the Atari 1030/XM301 modem which is contained in the A1030.GCP file.

Rick Hunter and Jim Dillow for the modem handler for the MPP modem which is contained in the MPP.GCP file.

Clinton Parker for developing the ACTION! language which much of the GCP software is written in. ACTION! is a trademark of Action Computer Services. Portions of this software are copyright 1984, A.C.S.



GOP CITY

TOUR AND REFERENCE MANUAL

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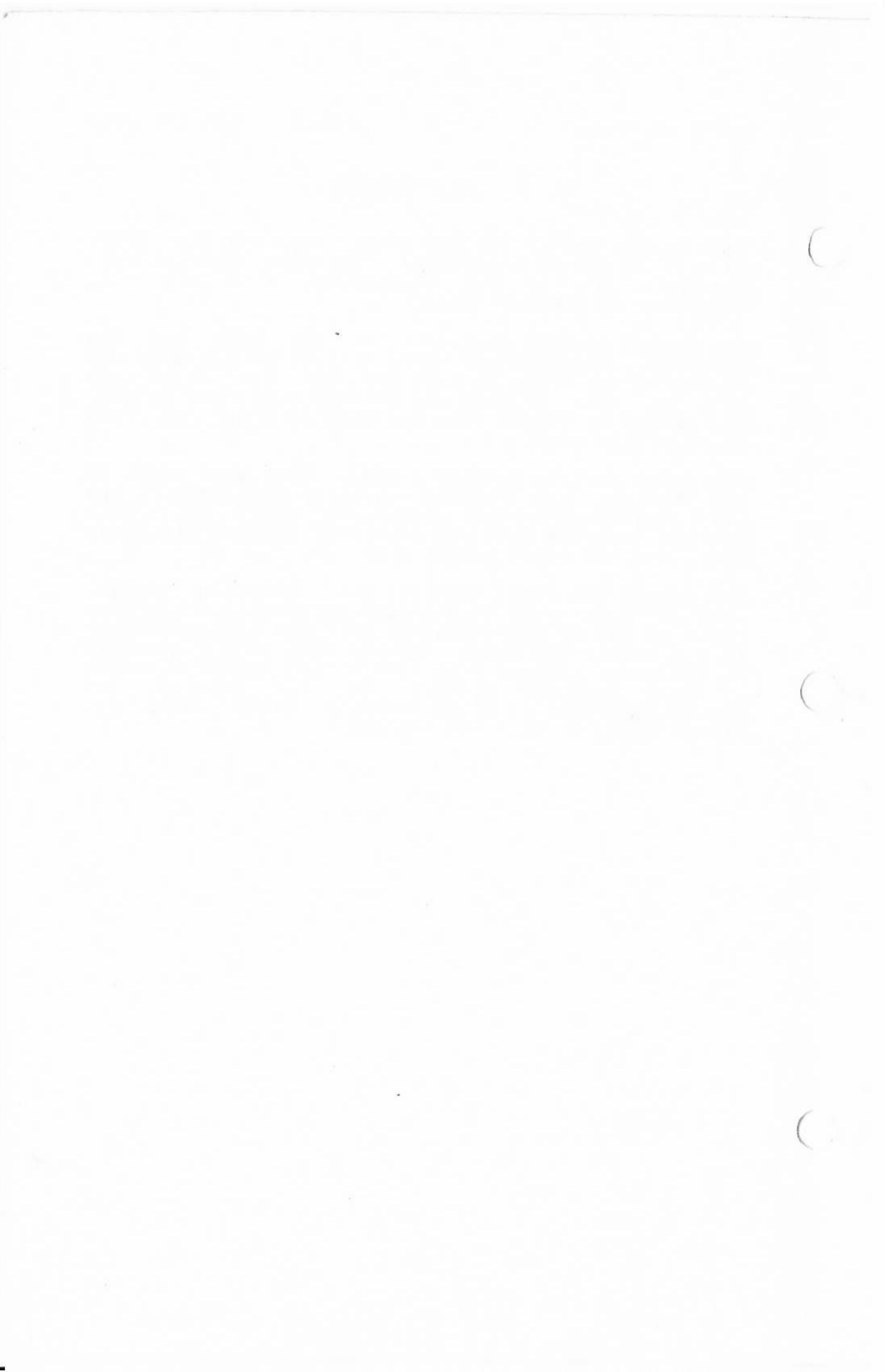
1. Introduction

This is the manual for the Games Computers Play City. It is laid out in 4 sections. The first section will explain a bit of the terminology that you will encounter in other places.

The second section is a tour of the City and its environs. This section will familiarize you with the layout of the City, so that when you are done, you will be able to find the various rooms and places. You should be logged into the service when you read through this tour.

The third section is also a tour. Here you will be led through the various functions available in the City, and given a brief overview of their use. This section assumes that you have read through the first tour, and are still logged into GCP.

The fourth and fifth sections are reference guides. Section four contains detailed explanations and pictures of all of the utilities that you will encounter in and around the City. Section five is a dictionary of words and phrases have either been coined by GCP, or have meanings specific to this service. You should keep both of these sections handy until you become familiar with the system.



2. Terminology

The City

Games Computers Play is a multi-user graphics telecommunications service. The system is laid out in the form of a futuristic city, called simply, The City. The City is a group of blue and white buildings, connected by green walkways. All of the functions available on GCP can be accessed by moving to appropriate places in the City.

Icons

In the City an icon refers to any of the pictorial graphics that represent utilities. Usually icons are labeled, unless their function is obvious (like the telephone icon). The general function of a given icon will remain the same wherever you find it, but the specific information may be different. For example, a "Help" icon in the Customs Office will give you help on things specific to the Customs Office, while the same icon in the Games Floor will explain about the available games.

Droids

A special type of icon is the one that represents the users, called a "droid". Each of the users on GCP is represented by a robotic figure. These figures are controlled via the joystick. Any user can talk to any other user by finding the subjects droid, moving close to it, and typing on the keyboard. Your droid is surrounded by a square golden force field. Only your own force shield is visible to you, and thus indicates which droid is controlled by your joystick.

Pads

In the City, pads are horizontal stripes on the floor in front of icons. Pads are used to activate the function associated with the icon. To activate a pad, you must position your droid so that its feet are covering the pad, and then press the button on your joystick.

3. General Tour of the GCP City



3.1 Introduction

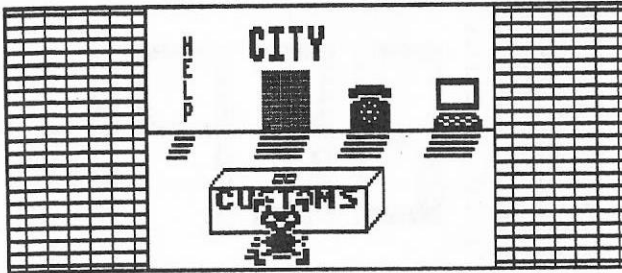
Welcome to Games Computers Play. The next few pages of this section will be a quick tour to will familiarize you with GCP. During the tour we will be entering a few of the utilities available, but we will be simply pointing to many more.

Feel free to get diverted and to explore during the tour. If you get stuck somewhere and not know how to get out then you should refer to the reference section of this manual.

The only key on your computer which we recommend that you not touch is the RESET keys. The RESET key will act as if you have turned off power to your computer. Pressing this means that you will need to go back to the beginning of the BOOT procedure.

We recommend that you read this booklet when you are logged into the system since it will refer to things on your screen. By the time you read this, we will assume that you have configured your BOOT disk, booted your computer, and are watching the doors to the Customs Office slide open.

3.2 Your First View of Games Computers Play



3.2.1 Login

Your first picture, after booting your computer, is a wall with the GCP logo in the center. This logo will split in half, revealing a hidden door. When the doors are fully open a line of text will appear below the wall, asking you to enter your Logon Name. This name was chosen by you when you signed up to the service. You will have received a sheet of paper verifying your choice of name and password.

GCP recognizes both upper case and lower case characters, so, before typing your name, you should press the "CAPS" key to put your computer in mixed case mode. Once you are in mixed case mode, then type your logon name (type it exactly as it appears on the letter that GCP sent you). Make sure that you press <RETURN> at the end of your name.

You will then be asked to enter your password. Again, this should be typed exactly as it appears in your verification letter. Your password will not appear when you type it, so type slowly and carefully. Press <RETURN> when you have typed your password.

Once your password is accepted, you should remove the BOOT disk from your disk drive, and replace it with the disk labeled CITY. This is the disk that you will need for all of the functions inside of the City.

You should remember that there are only letters, number, and underlines in GCP Logon Names. You will have five chances to get your name and password typed

in correctly. After five tries, if you cannot figure out what is wrong you should call the Games Computers Play office in York, PA.

3.2.2 Entry

You have just entered the Games Computers Play System, and are wondering what is available to you. In the pages that follow we will outline many of the utilities and options that you can access. The first section is a brief overview of the places and landmarks that you will see. You should keep this handy when you first enter GCP, since it will point out the function of most of the rooms and general points of interest. You should read through the first section before you log in. It will give you an idea of what to expect once you log in. You should also follow along with the reference points once you log in.

3.3 A Brief OverView of Games Computers Play

3.3.1 Starting in the Customs Office



The first room you encounter when you enter GCP is the Customs Office. This is the entry point for all traffic into GCP. In the Customs Office you will be assigned a Droid. This Droid is currently standing in middle of your screen. The golden field around it distinguishes the droid that you control from the myriad other droids you will see in and around the GCP City.



Each of the other droids that you see walking around represents another user. You can usually talk to people by simply typing on your keyboard and pressing <RETURN> (REMEMBER: Nothing gets transmitted until you hit the <RETURN> key). As a rule, if you can see a droid, he can "hear" what you type. If he does not respond, and you still want to talk, you should try moving closer.

In order to move your droid around, you will need to use your joystick, plugged into joystick port 1. The droid will move in any direction except when blocked

by something in the system (as a general rule in the City, you can only walk on the floors and walkways. These are all colored a green, like the floor around your droid now). Practice moving your droid around a little, until you get the hang of it.

The button on your joystick is used to indicate selections while in the City. If you want to activate an icon, simply position your droid so that his feet are on the pad in front of the icon, and press the trigger. We will refer to this action as simply "activating" the icon.

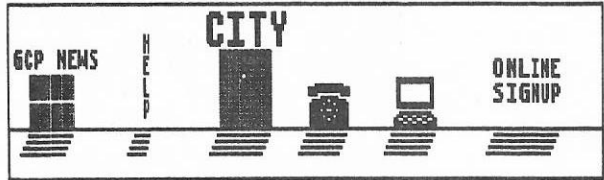
Pressing the trigger will sound the buzzer on your computer. It will also cause the Force Shield around your droid to disappear. This is how you can tell when your request has been received.

On one side of the Customs Office you will see ranks of droids with red and white striped pads in front of them. This area is called the GCP Wardrobe. From these legions you may choose a droid body to best suite yourself by activating the pad in front of the droid.

If you try and activate an icon in the City, and you do not have the City disk in the drive, you will be asked to "please insert the CITY disk". You should then remove whichever disk is currently in the drive, and put in the CITY disk. You must then move your droid off from the pad, and back onto it, to inform the system that you have changed disks. The next press of the trigger should work correctly.



The Desk in the middle of the room is simply known as the Customs Desk. It is usually used when you log in, to get a list of the people currently logged into the system. Along the back wall of the Customs Office you will see several different pictures. These each represent utilities available to the users.



GCP NEWS



The GCP News Bookcase is similar to an online newsletter. You would come here to find out any new developments to GCP. Contests and special offers will be placed here, as well as changes in GCP policy. In general, very important messages will be broadcast to you when you log in. You will then be asked to read GCP News for further details.

HELP



The Help Station is self explanatory. You come here to find out how to use any functions of the system. If you want to know how to use something in any room, you need only go to a Help Station in that room, and you will get a detailed explanation of the function.

Doors are the usual way in and out of rooms. On GCP doors are usually all red. Doors that take you from one place to another are labeled. The only door out of the Customs Office is the one in the center of the back wall, labeled "CITY". DO NOT USE THIS DOOR YET! It will take you out of the Customs Office and into the heart of the GCP City. We will come back here when we are ready to leave the Customs Office.



Next to the door is a telephone. GCP has decided that the City needed an antique touch, so, amid the high tech finery, we have added original black rotary dial telephones. Public telephones are located for easy access all around the City. You would use a Telephone to contact some one who is logged into the system, but who is not in the same place as you. For example, if you are in the Customs Office and need to contact the System Operator (who is probably playing Lords of Space), you would use the Telephone instead of going out and trying to track him down.



Public computer terminals are as common in the GCP City as public telephones. In the Customs Office we see a public terminal next to the public telephone. A simple keyboard and monitor allow you to access the functions of the GCP Master Computer. You can find out who is logged in or how long you have been on the system by querying a public terminal. They also allow you to change your computer environment (how many disk drives, etc) and to travel around the City without walking (more on this in the detailed Terminal Section).



A feature unique to the Customs Office is the Online Signup Station. This is where a person who is not a user would go to sign up. If you have friends who want to become members of GCP, just have them answer the questions while logged on to your account, and they will receive our signup kit.

Now, back we go to the door out of the Customs Office, and into the GCP City.

3.3.2 City

Now we will escape to the Games Computers Play City! To your left, there is a door with the word "CITY" emblazoned above it. This is the doorway to the City. It you activate the pad your Disk Drive will

be accessed and, suddenly, you will find the environment around your droid completely different. You will appear in another doorway with the label CUSTOMS above it.

If you ever want to go to the Customs Office, just come back here and activate the pad. To the left of Customs is another doorway, labeled LOGOFF. This door will terminate your session with GCP. When you are ready to leave GCP just activate this pad and you will be returned to the "real world".

Some of the things on your screen will be familiar to you already. There is a Terminal on the edge of this platform (to the left), behind the terminal (and a little more to the left) is a telephone, also, you will notice a few other doors with labels like "OFFICE", and "GAMES". The first thing that we are going to do is take a walk through the center of the City.

To start with, we are going to go past the telephone that you see in the upper left of your screen. Move your droid (via the joystick) forward and to the left. Once you reach the telephone, keep going straight, past the GAMES door, around the bend in the path, past another terminal, and upward to the UPDATE door. Activate this pad and we will make sure that your disk is completely up to date.

3.3.3 Update

When you activate the Update pad, one of two things will happen. Either the System Window (the System Window is a bright message area that contains information from the GCP Central Computer) will come up, and inform you that there are no files to be Updated at this time, or you will be transported into the Update facility. Once inside Update, you will receive instructions (via the System Window) as to which disk to put into drive 1. Please follow these instructions. They will cause your screen to blink and they will access your drive several times, but the result will be a complete set of verified and updated GCP Disks. Each of your disks will be checked in turn for correctness, and, finally, you will be returned to the City.

3.3.4 Games Floor

Now that you have the latest and greatest GCP software available today, we will walk on over to the Games Floor and see what multiplayer games are available. The Games Floor Door is visible to your right, and is simply labeled "GAMES". Follow the green pathway over to that door, and activate it.

In the Games Floor you will see pictures of many of the games offered by GCP. The top-center is Lords Of Space, a space game of inter-galactic exploration and commerce. On the right of Lords Of Space is BioWar. BioWar is a abstract game of cell growth. On the bottom of your screen is CyberWorld, the GCP series of tactical design and combat games.

A more detailed tour is available for each of the games in the Game Floor. The tours are located elsewhere in your documentation package.

The Telephone, Terminal, and HELP icons that you see on your screen are just like the ones that you saw in Customs. You will see more of these icons scattered conveniently around the GCP System. Now that we have looked around the Game Floor, let us return to the City (the pad to the City is in the upper left corner, near where you appeared upon entrance to the Game Floor).

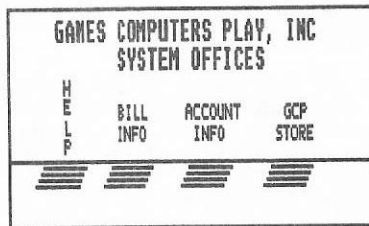
3.3.5 Office

From your position in the doorway outside of the Games Floor, you can see the GCP Online Office. It is in the same tower as the Games Floor, but located one level down. Follow the path to the right and down, until you see the path that takes you into the "OFFICE" doorway. Activate the pad and we will visit the place where System Operators can usually be found.

Your droid will appear in the center of the office, with 2 rooms in the background. The leftmost room (labeled "SYSOP") is a private office where you can go to ask questions of the system operators (you may have to move your droid in order to see what this room looks like). If you activate the pad in front of the door a buzzer will ring inside of the room, and the SysOp will be informed that you want to talk

to him. If he does not answer right away, please be patient, he might be working with another customer, but will be right with you.

When the SysOp does answer the doorbell, he will open up the door and you can walk in. You MUST walk into the room with him in order to talk. If you stand outside the room then nothing that you say will get sent to the SysOp (Philosophical question : If you explain your problem in the Office, and no one hears, does it get fixed ?)



Now, move out of the SysOp office and into the center of the GCP Online Office. Along the back wall, on the right side there are several pads with labels. Here you can check your account status ("BILL INFO"), or change your billing attributes ("ACCOUNT INFO"), or buy the latest GCP books, manuals or maps ("GCP STORE"), all using the Menu screen that you are now familiar with. So, if you decide that sending a check to GCP every month or so is too much trouble, or your Master Card is charged to the max, and you want to switch to Visa, activate the ACCOUNT INFO pad, answer a few simple questions and the changes will be made the following business day.

3.3.5.1 Input Box



Along with the now familiar Telephone, Terminal, and HELP icons, you will see a new symbol here in the

Office. This icon is known generically as a suggestion box. It looks like a red box with a slot in the front for depositing envelopes or something. There are two suggestion boxes here in the Office. The box to the left of the door (labeled "INPUT") is a place to send messages, ideas or comments to The Games Computers Play staff. The messages that you send from this point will go to all of the SysOps, and will be kept confidential. Comments and questions sent to the SysOps will be acknowledged, usually in a day or two, and are always greatly appreciated. It is important to remember that the GCP System is constantly evolving, and the path that its evolution takes is largely determined by messages sent by customers via the Input Box.

To the right of the door is another suggestion box, this one is labeled "VOTE". Here you can express your opinion on specific ideas or changes to the System. From time to time there will be issues where we, the GCP Staff, are not sure what you, the GCP Users, want. In these instances we will set up a referendum and you can express your opinion at this station. As with the Input Box, it is important that you express your views in the Voting Booth. Our only gauge of how the System is going, is from what you, the user, tell us.

Now, let us activate the City door, and, once again, get transported out into the GCP City for the next stop on our tour of Games Computers Play.

3.3.6 Downloads

From your vantage point in front of the Office Door you can see two other doors along the bottom of your screen. On the left is the Downloads Door, and, on the right, is the MailRoom. Let us follow the green path over into the Downloads room.



Once inside of Downloads you will be faced with several small buildings (There are also the ever present Telephones, Terminals, HELP Station, and INPUT Box, all of which are just like they have been in the other places that we have found them. Unless there is some special function of these that needs to be explained, we will stop pointing them out in every place that we visit). Each door represents a topical choice, describing the types of programs that are available for downloading. Let us try the Atari door first (to the right of your droid).

3.3.6.1 Download Icon

Once inside of each Download room you will see several rows of labels (here in the Atari Download the topics include "ART", "DEMOS", "GAMES", "MUSIC", "TELECOM" and "UTIL"). These labels appear over the download icon (the symbol for Downloads is a bulletin board. It looks like a board with messages posted on it). All of the Download rooms are laid out the same way, so that you can find your way around more easily.

Activate the "DEMOS" Download icon (to the right of where your droid enters the room) and we will see an example of a menu for downloading public domain programs on GCP.

The 7 options presented to you, in menu format, are all that you will need to upload or to download. To

find out what each of the options is used for, select the HELP option, on the far right of your screen. It will explain to you how to list the programs that are available and how to download these programs to your disk. For even more information, find the section in your manual on downloads.

Now exit the download menu and we will see what other new things there are in the Downloads Room. The only icon not familiar to you at this point is the "INFO" icon. Activating this icon will tell you the size (in bytes) of each topic in this Download Room, and the number of programs that are available for downloading under this topic. Go ahead and activate the icon and see how much public domain software is available to you on Games Computers Play!

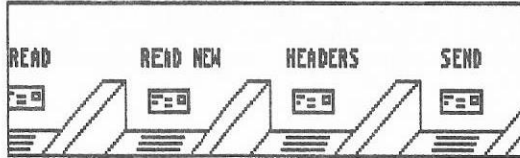
Now that we have a the general idea of how to Download programs on GCP, let us return to the City. To do that we should activate the "ATARI DOWNLOADS" door (which will take us back to the outer downloads room) and then move your droid forward (you must move your droid at this point, you are not on the pad) and activate the "CITY" door to return us to the GCP City.

3.3.7 Mail Room

Off the the right of your screen is the Mail Room (even though you can't quite see the doorway, you should be able to see the label "MAILROOM" from our vantage point in the Downloads Room Doorway. By this time we have traveled around the City so much that you should be getting good at maneuvering your droid around corners, and you will have noticed that you cannot fall off from these walkways, no matter how hard you try (yes, we have eliminated "droidicide" from the City!!). When you activate the pad to the Mail Room you will be in the biggest GCP room that you have yet to face.

Mail on GCP is classified into 2 major types, public and private. Private mail is sent from one user to another user, and is safe from any spying. Public mail, on the other hand, is comprised of open messages to anyone who cares to read them. Most public messages are placed in topical bulletin boards, so

that you can look at groups of messages for any specific topic that may be of interest to you.



Across the top of your screen is a new icon, repeated four times. This new icon looks like a letter that you might receive via US Mail. These four stations allow you to read and to send private mail. You will see that your choices are: "READ", which allows you to look through any private mail that you have received; "READ NEW", which reads any mail messages that you have not already read; "HEADERS" which gives you a brief summary of each of the mail messages that you have in your mail box; and "SEND", which allows you to send public or private mail to anyone on the Games Computers Play network.

On the bottom of your screen is another door labeled "POST OFFICE". DO NOT USE THIS DOOR. It will take you to the GCP Post Office. This is a more complex (and more powerful) way to deal with electronic mail on GCP. For more information about the Post Office, find and read the detailed tour and explanation in your documentation.

If we move off to the right we will find rows of icons that you will remember from our visit to the Download Room. These icons each represent a Public Archive full of information for you to read and download. Find and activate the "ALL" Public Archive Menu and we will take a look at this menu.

3.3.7.1 Public Archive Menu

Most of the labels that you see in the Public Archive Menu will be familiar to you. From this menu you can "READ" messages in this archive, "POST" new messages in this archive (always make sure that the message

that you are posting is relevant to the archive in which you are posting it), and "KILL" a message that you previously posted (after it is no longer relevant or useful). Select the "HELP" option for a more detailed explanation of the choices, or read the Public Archive Menu section in the documentation.

3.3.7.2 News

When you exit the "ALL" Bulletin Board, you will want to head toward the Post Office door (down and to the left on your screen). Just to the left of the door is an icon that you have not seen since the Customs Office: a book case. The label here is "NEWS" (remember the one in Customs was labeled "GCPNews") and will give you the latest news messages that are of interest to people using the GCP Postal System (the Postal System includes the Post Office, the Mail Room, and the Downloads Room). You should check this bookcase periodically to keep abreast of changes and improvements to the Postal System. Give it a try now; activate the pad, select the READ option in the menu, and read through a couple of messages. When you are done, EXIT the menu and we will go back to the City and continue our tour.

Once we are back in the City (you did leave the Mail Room via the City door, right?), we are going to go to a part of the City that you have not seen yet. Follow the green path that goes diagonally through the center of your screen (notice the Logoff door passing by on the right and the Games Floor on the left), you will pass another Help Station on the right and then you will come to a door labeled "SOCIAL". This is the GCP Social Floor. Lets go inside.

3.3.8 Social Floor

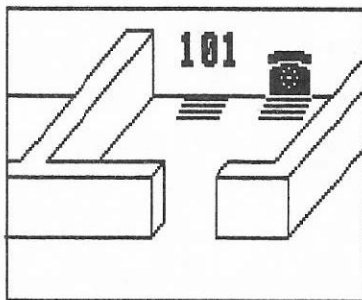
The Social Floor is a place designated for people to meet and talk. When you enter you will see, along the back wall, to your right, a Help Station, a Telephone, a Bulletin Board labeled "PEOPLE", and a Terminal. You may also see other droids milling around the floor.

3.3.8.1 People

The People Bulletin Board is a place to put autobiographical data. It allows people with something in common to recognize each other. Things that you might put here are where you live (if you are interested in finding out if anyone else in Shrewsbury, PA owns a computer), what your hobbies are, your short term goals in life (to survive the weekend with 147 relatives in the house for the holidays), or your long term goals in life (to be adopted by J.P. Getty). Anything and everything that you put in this bulletin board will be available to all of the members of GCP. If something that you say strikes a chord, you may get some mail, if it strikes lots of chords, you may get to start your own public archive!! Give some thought to what you want to say about yourself. And, while you are thinking, lets go over to People and read what some other members of GCP have to say about themselves.

People looks just like the Public Archives that we saw in the Mail Room. Select "READ" and type 9999, to read all of the message. Now "READ" through a few messages (or as many as you like) to get the idea. When you are done, EXIT the menu and we will have a look around the Social Floor.

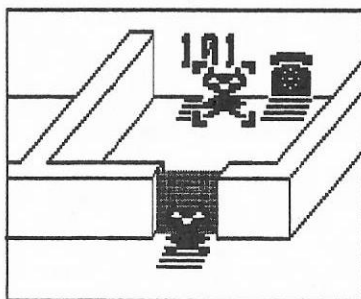
3.3.8.2 Social Floor



If you move to your left you will come to a diagonal wall. Follow this wall to the next horizontal corridor, where you will find a break in the wall with a dotted horizontal line running thru it. This is a social room. If you go inside (just move upward) and

move to the back wall, you will find that the room is numbered, and that underneath the number is a pad. This pad, when activated, will seal off the room (go ahead and activate the pad).

A door (just like any other door) appeared in the doorway whence you just entered. You cannot leave this room without first opening the door (just activate the pad at the back of the room again to open up the door), and, likewise, no one can get inside. If you have a subject that you want to discuss with one or more people on GCP, but do not want anyone else to break in or overhear the conversation, you can go into a room like this one and close the door. It is now impossible for anyone not in the room



with you to hear what you are saying. If some one does want to get in, they can activate the pad on the outside of the door (see it, out in the hall where you cannot reach it) and all of the people in the room will be told that that person is outside the door and wants to get in. You may then either ignore them, or step on the pad again to let them in.

Leaving this room (did you remember to open the door before trying to leave the room?) you can wander around the Social Floor. You will find several more rooms that can be locked (look for the pad on the back wall of the room) and several more that cannot be. Then dotted lines that you see in all of the doorways of the Social Floor demark rooms.

It is important to always be in the same room as the person that you are talking to. Whatever you type on your keyboard will go to all of the people in the same room as you, but will not cross those dashed line (otherwise all of the conversations would appear

on everyones screen, and life would get VERY confusing).

When you have finished exploring the Social Floor, head up the City Door, and we will return to the Customs Office and conclude the tour.

3.3.9 Postlogue

To get back to Customs, in case you have forgotten, you go right as you leave the Social Floor, and then follow the main diagonal path downward until you see the Logoff door on the right. Just walk over and activate the pad.

That is the end of part one of the GCP City Tour. This tour has given you a brief overview of the highlights of the Games Computers Play System. You have seen most of the room, and most of the functions. For a more detailed look at many of the icons you can read part 2 of the City tour.

If you discover an icon or room that you are unfamiliar with, then give it a try. Most things in GCP have HELP associated with them. Once you are familiar with the layout of the City you will find everything is organized and easy to use. Now that you have had some time to think about it, why not go back to the Social Floor and enter something in People?

Guide to the GCP City

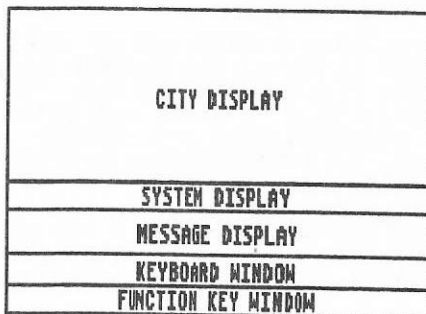
April 10, 1986

4. Tour of the GCP City Icons

4.1 Introduction

Welcome to part two of the GCP City Tour. Before reading this section you should have completed part one of the tour. This section will be a more detailed explanation of many of the functions found in the City. Everything that we need to use for this tour can be found in the Customs Office. When you are ready to begin this tour move your droid into the Customs Office and read on.

4.2 Screen



While in the GCP City your screen will be divided into several parts. It is important to take note of the colors of these sections. Throughout the GCP City, the color of different areas of the screen will help to explain their use.

4.2.1 City Display

The top part of your screen is normally a graphics area (the City Display). This is where the pictures of the City, and all of the other associated features, will appear. As you start this tour, you should make sure that the Customs Office is visible in this area. If the top section of your screen (this area is the top 75% of your screen) is all green, then press the START key until the Customs Office is there.

4.2.2 Message Display

Below the graphics display is a green, 5 line, text area, called the Message Display. It is here, in the Message Display, that information that you type on your keyboard will appear. Whenever there is some one near you in the City, and they are typing on their keyboard, whatever they type will also appear in your Message Display. This is how people converse here in the GCP City. To talk to some one that you can see in your City Display, just type on the keyboard, and they will receive it. REMEMBER: The closer you are to another droid, the better the chances are that he will hear what you type.

4.2.3 System Window

From time to time a white stripe will appear across the top few lines of the Message Display. This is a message from the Master Computer. The messages that will appear here include questions from the Master Computer, comments when you change modes (more on this later), or informational messages (like some one trying to Telephone you in the City). This area is called the System Window. At different times in the City it may appear at the very top of your screen, or below the City Display, but it will always be the same attention getting bright color.

4.2.4 Keyboard Window

At the bottom of your screen are two blue lines, the bottom one being slightly lighter than the top. The dark blue line is your Keyboard Window. This is where the information goes when you are typing on the keyboard of your computer. Until you press the RETURN key, this information can be edited and fixed using the edit keys (these are described in the Definition Section).

4.2.5 Function Key Window

The bottommost line on your screen in the Function Key Window. During normal operation in the City, this line will look like :

START:Text SEL:Whisper OPT:Tricorder

What this means is that pressing these keys will enable the specified mode. The START key will put you into Full Screen Text, the SELECT key will begin Whisper Mode, and the OPTION key will activate the GCP Tricorder (more on each of these modes in later sections). If the entry to the right of any of these keys were left blank it means that the key is not active in the mode that you are in.

4.3 Droids

In the Customs Office you will be assigned a default Droid. This Droid is currently standing in middle of your screen. It looks like a dark blue robot (you will notice the head has two bright blue eyes, an equally bright nose, and two small ears all perched atop a flying saucer shaped body). The golden field around it distinguishes the droid that you control from the myriad other droids you will see in and around the GCP City (for simplicity, we will call the droid inside this box "your droid").

4.3.1 Movement

In order to move your droid around, you will need to use your joystick, plugged into joystick port 1. The droid will move in any of the 8 directions allowed by the joystick, except when blocked by something in the system (A wall or a desk will block you, other droids will not. But remember, it is not polite to stand on top of some one when you are talking to them!).

4.3.2 Trigger

We will refer to the joystick button as the "trigger". You will use the trigger to indicate your desires. By standing (your droid is said to "stand" somewhere when its feet are in that position) on a pad, and then pressing the trigger, you will activate the function associated with that pad.

Practice moving your droid around a little, until you get the hang of it. Moving your droid is easy to

learn, but it can sometimes take a little practice maneuvering around corners and other obstacles. From now on, in this document, we will refer to "moving your droid", and will assume that the user has mastered the joystick-droid operation.

4.4 Customs

While you were practicing with your droid you may have looked around the room that you now find yourself. It is called the Customs Office. This is where all people come when they first enter the GCP System.

4.4.1 Customs Desk



In the center of the room is a desk, called (surprisingly enough) the Customs Office Desk. It, like most "stations" in GCP, has a pad in front of it (the pad is that sequence of red and white horizontal lines directly in front of the desk) which you may use to access its functions. If you position the feet of your droid on this pad and press the trigger, you will be presented with a list of all the people who are currently logged into GCP (this can also be done with a Terminal or Tricorder command, but we will talk about that later).

4.4.2 Wardrobe

Traveling to the left across the Customs Office, we come to the GCP Wardrobe. It is here that you will come to select the Droid that most pleases you. All of the bodies function exactly the same way. The only differences are those of aesthetics. There are 15 droids to choose from, including the one that you started with.

To select any of these new bodies, just walk over to them, stand on the pad in front of the body and press the trigger. You should try to position your feet fully on the pad, since if you are straddling two

pads, you do not know which choice you will be making (this is true everywhere, not just in the Wardrobe). In a moment or two you will see your droid change shape, and take on the form of this new droid.

You can change droids as many times as you want, whenever you want, just by returning to the Wardrobe. When you come to GCP next time your new droid body will be remembered, and you will start out with the most recent droid body that you have chosen.

4.5 Menus

GCP NEWS			
READ ☐	SKIP ☐	EXIT ☐	HELP ☐

If we now move to the back wall of the Customs office you will see an icon (an "icon" is a pictorial representation of something) labeled "GCP NEWS". This icon is a bookcase (see, it looks like different colored books on two shelves). Here you will find the latest (and even some historical) information about changes, new features, contests, and whatever else may be of interest to GCP users they log onto the System. To use GCPNews, just stand on the pad in front of the bookcase, and press the trigger. If you get an error here, it means that you did not have the correct disk in your disk drive. You should currently have the CITY disk in drive 1.

READ ☐	SKIP ☐	EXIT ☐	HELP ☐
----------------------------------	----------------------------------	----------------------------------	----------------------------------

When you enter the GCPNews bookcase, you will get your first look at a GCP menu. Your droid is now at

the bottom of your screen, moving from one green square to the next, as you move your joystick left and right. The top section of your screen is all green now. As you may remember, green is the color of the Message Display, this is no exception. The Message Display has grown and now takes up the top 18 lines of your screen. Informational messages will be displayed here, as well as the data that you request from the menu.

4.6 GCPNews

GCP NEWS



READ	SKIP	EXIT	HELP
☐	☒	☐	☐

GCPNews is a four option menu. The READ option will let you read news about GCP. The SKIP option will let you ignore a message that is of no interest to you. EXIT will return you to the Customs Office and HELP will print out a detailed explanation of how to use this utility.

READ	SKIP	EXIT	HELP
☒	☐	☐	☐

To read the messages in this bookcase just move your droid onto the square labeled "READ", and press the trigger. The message "Searching GCPNews" will appear at the top of your screen (You may notice that the System Window is now at the top of your screen, instead of being in the middle. It will move around from time to time, but it will always be the same bright color to capture your attention). Into the Message Display will now scroll the latest news about Games Computers Play. The date will appear on the first line of each message, so you need only read those that you have not already read.

If/when the Message Display fills up with information, the bottom line will be the message "select READ to continue". This means that the article that

you are reading is longer than 18 lines, and that the next page can be read by moving your droid to the READ option (where he should still be, unless you have moved him) and pressing the trigger. You should keep selecting the READ option until the message is completed.

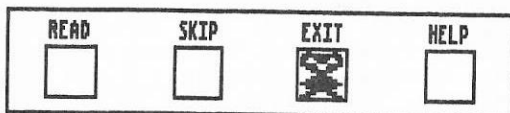
When the first message is completed the bottom line of the Message Display will be "select READ for message 17" (or 18, or 87, or some other number). This indicates the message number that you are reading. In GCPNews these numbers will decrease as you read the messages, since you are reading the most recent messages first (thus the last message in the bookcase is message number 1). If you want to read the next message, just press READ again, and the next message will scroll into your Message Display.

READ	SKIP	EXIT	HELP
☐	☒	☐	☐

If, after the first page of the message you decide that the information is not of interest to you, then move your droid to the green square, labeled SKIP and press the trigger. This will skip the rest of the message and change the last line of the message display to "select READ for message 16", which allows you to read the next message by pressing the trigger while your droid is in the "READ" box.

READ	SKIP	EXIT	HELP
☐	☐	☐	☒

The EXIT and HELP options are fairly self explanatory. Move your droid over and select the HELP option. The System Window will appear (still up at the top of the screen), saying "Searching for help on GcpNews". The Message Display will then fill with information that will aid you in using GCPNews. This message will take up several screens, so you will have to move your droid back over to the READ option, in order to look at subsequent screens of the Help Message.



After you have read through a couple of GCPNews messages, and skimmed the Help message, you should move your droid onto the EXIT option and press the trigger. This will cause you to leave the GCPNews Bookcase, and return to the Customs Office.

4.7 HELP

H
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P

Next to the GCPNews bookcase is a pad with the word "HELP" written vertically above it. Stations like this one are spread all around the City. They will allow you to get General Information on any part of the GCP System.

Let's give this Help Station a try (we really only need to use one, since they will work the same whenever else we see them in the City). Move your droid onto the pad and press the trigger. Once again you find yourself in a menu with a big Message Display (the big green area at the top) and several selections at the bottom, along with your everpresent droid.

In the Help Station you are given five selections. The TOPIC option will let you ask for help based on a keyword. MORE will show you the next page of information on your topic. The SKIP option will let you stop reading a message. EXIT will return you to the Customs Office and HELP will print out a detailed explanation of how the room that you are in.

H
E
L
P

TOPIC	MORE	SKIP	EXIT	HELP
				

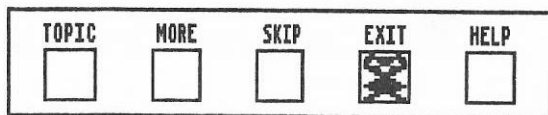
The leftmost option is labeled TOPIC. If you press the trigger (go ahead, press the trigger), the System Window will appear, asking you to "Please enter the topic you need help on". To get a feel for how the Help Station works, try typing "help" (without the quotation marks) when you are asked for a topic (now). Don't forget to press <RETURN> at the end of the line.

The System Window will change, telling you that it is "Searching for help on HELP". Then, scrolling in from the bottom of your screen, will come the message. When the first 14 lines are on the screen, the message "select MORE to continue" will appear at the bottom of the screen. Read through this message, then move your droid to the box labeled "MORE" and press the trigger. You should keep selecting MORE to continue reading through the entire message.

When the message is completed you will be prompted to "select MORE for message 4". This means that there is help in more than one category of the topic that you chose (in this case, you will receive help on getting help in the City, getting help in the Customs Office, and every other Help Station in the GCP Network). You can come back and read the rest of these messages later.

TOPIC	MORE	SKIP	EXIT	HELP
				

For now, move your droid over to the box labeled "SKIP". Whenever the message at the bottom of the screen directs you to select "MORE", you also have the option of selecting "SKIP". Selecting "SKIP" will bring you to the start of the next message in the sequence. If you press the trigger now (go ahead, make sure that your droid is underneath the SKIP label, then press the trigger) the bottom line of the display will change to "select MORE for message 5".



Later, after the tour, you can come back and read the Help messages at your leisure. You will find it to be a very useful on-line reference guide. Let us now select EXIT, and return to the Customs Office.

Now we have seen the Help Station, and are standing in the Customs Office once again. Next to us is a large red square, with the label "CITY". This is the door into the City. We will not use this yet, but you should remember where it is.

4.8 Telephone



To our right is a blue and white icon that looks like a rotary telephone. This is indeed how to access the GCP InterUser Telephone System (henceforth referred to as the Phones).

To use the phones, just go over, stand on the pad and press the trigger (by now you probably have the idea on how to activate the pads, so we will just say "activate the pad". This assumes that you will move your droid so that its feet are on the pad, and press the trigger).

The now familiar menu appears before you again, with six options at the bottom. ANSWER will let you respond to a user who is trying to call you. CALL will let you place a call to another user logged into GCP. The HANGUP option terminates whatever calls you are in, but leaves you in the phone menu. Selecting OPER is the same as placing a call to the system operator on duty. EXIT will hang up any any pending calls and return you to the Customs Office. HELP will print out a detailed explanation of how to use the telephones.

PHONE



ANSWER	CALL	HANGUP	OPER	EXIT	HELP
--------	------	--------	------	------	------



Just for fun, lets activate the CALL option. When the message "Please enter the name(s) of the persons you wish to call" comes up, type in your own logon name (just like you typed it to log into GCP), do not forget to press RETURN when you are done. This is how you would normally call some one that you wanted to talk to on the GCP System, except that you are calling yourself, so the line will be busy. Now lets activate EXIT and move on to the GCP Computer Terminal.

4.9 Terminals



Toward the right of the Telephone, there is an icon that looks like a monitor with a keyboard under it (just like your Atari!!). This is your access to the GCP Central Computer, and is simply called a "Terminal".

Activate the Terminal and you will be put into an all green screen (well, maybe not all green, the two blue lines are still at the bottom, but you will notice that the Function Key Window is blank, meaning that none of the function keys are active when you are in the Terminals) with the System Window at the top, informing you that you are in "Terminal Mode (Press Trigger To Exit)".

To use the terminals you should read the document section on "Terminals" fairly thoroughly, but for the

moment we will just check to see who is logged onto the System. Anything that you type on your keyboard now will be routed thru the GCP Master Computer, so typing "who" (go ahead and type it, but leave off the quotation marks. REMEMBER: whenever you type on the keyboard you must press return after your command) will print a list of all of the people who are currently logged into GCP. You will notice that, along with their names, there is also the day and time that the people logged in (on the right hand side of the screen) and, below each name, is the location of each person. You can see yourself, and it should say the you are "On a Terminal in the Customs Office". If you type "help", there will appear all of the commands that the Master Computer will recognize. Press the joystick trigger to exit the Terminals.

4.10 Online Signup

**ONLINE
SIGNUP**
≡≡≡

On the right side of the Customs Office, still on the back wall is the Online Signup Station. Here a person who is not a member of GCP (who may be on the System thru a Users Group account, or even a friends account) may apply for his own personal membership to Games Computers Play.

If a person uses your account to sign up with Games Computers Play, you will be awarded free time on the system. You will only receive this bounty if the signup is made thru your account, telling us that you referred them does not count. If you let your friend duplicate your disk, then he (or she) will be able to use the service, possibly, the very next night!!

Standing on the pad in front of the words "ONLINE SIGNUP" and pressing the trigger will activate the station. The system will then ask all of the pertinent questions and the signup process will have begun. In a few days the new account will be ready to use.

4.11 Talking

An important concept, that has not yet been covered in the tours is how to talk to other droids. You

already know that whatever you type on your keyboard will get broadcast to the other people visible on your screen. But, when you are in a conversation, it is sometimes nice to be able to express emotion, or add nuances of meaning to your words. To this end we at GCP advocate a few general symbols to be used in everyday electronic conversation.

4.11.1 Ellipses

Placing a "..." at the end of a sentence means that you have more to say. Since you can only type 80 characters on a line you will want to use this for long sentences. It also allows you to indicate that you are not finished with this thought, and asks others not to interrupt yet.

4.11.2 Bye ?

When you are ready to end a conversation, but are not sure whether or not your partner is finished, you issue this proclamation. It indicates that you think that the two of you are done talking, and requests the other person to respond. It is highly improper to leave a conversation without both parties acknowledging that it is over.

4.11.3 Bye

This is the response to a "Bye ?" statement. It can also be used to say that you are leaving the conversation, regardless of whether or not it is finished. It is highly improper to leave a conversation without both parties acknowledging that it is over.

4.11.4 YELLING

Since GCP recognizes both upper and lower case it stands to reason that the cases mean different things in conversation. When you type in all upper case it implies that you are yelling your words. This should only be done when you are trying to get some ones attention (in which case you might also use the tri-corder "BELL" command) or in those cases where in a face-to-face conversation you would normally yell. Most conversations should take place in mixed case, with proper capitalization.

4.11.5 Spelling

Since most people can not type at their fastest, and still not make any spelling errors, it is polite to ignore such mistakes. If you make a typing error that results in an ambiguous sentence, then you should type the correct spelling of the word, in parenthesis, on the next line.

4.11.6 Humor

At times you may want to convey the idea of a joke or sarcastic remark to the other people in your conversation. To that end we have two symbols: the smiley face, ":-)" and the sad face, ":-(". The smiley face can be used to color your own statement

for example :

I love paying taxes :-)

or as a response to some one elses joke or good fortune. This symbol would take the place of, or augment, a "Ha Ha" statement. The sad face can indicate commiseration or general bad feelings about ones own luck.

for example :

I hear that you are getting audited :-)

4.12 Postlogue

That completes the second, and last, GCP City tour. You have now seen examples of all of the function types that you will encounter in the City. Rather than go through examples of each and every station, we have seen examples of how the classes of icons operate.

Throughout the City you will encounter icons which, when activated, will present you with different methods of extracting information. The menus that you have encountered in Customs are examples of these menus, but are in no way to be considered an exhaustive list. If you come upon an icon that you are unfamiliar with, try it. All functions on GCP have HELP messages associated with them, but you usually

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have to be in the utility in order to receive help.

There is also a reference section in your documentation that should help you to use all of the functions found in the City. Now, you may go on and take the various game tours, or the Post Office tour, or just go and find some one on the system to talk to. You are a certified GCP user!

5. Common Icon Definitions

5.1 Account Information

The Account Information Menu is located in the GCP Online Office. It is here that you can update or change your account information.

Menu Options

ACCOUNT INFO	CARD	ADDRESS	NAME	EXIT	HELP
	☐	☐	☐	☐	☐

CARD

This option will let you update your credit card information or switch from prepay to credit card.

ADDRESS

Select this option to give GCP your address and phone number or to update that information when it changes.

NAME

If you wish to have your account name changed select this option. This will result in your name being changed after the next business day. If there are any questions about your name change you will be contacted via GCP Mail before any action is take by GCP.

EXIT

Exits the menu and returns you to the GCP Online Office.

HELP

Help displays a detailed message about how to use Accounting Information. It will be several screens full of text. At the end of each screen, you can press **HELP** to continue reading, or stop **HELP** by making any other selection.

5.2 Analog Downloads

In the Analog Downloads area you may download programs that have appeared in the **ANALOG** Magazine. This download area is divided into different sections:

Art, Demos, Games, Music, Telecom, and Util

To download programs you stand on one of the download pads in this area, and then press the trigger on your joystick.

Example: To download an Analog demo you need to stand on the Demos download pad, then press the trigger.

Menu Options

UL	DL	READ	SKIP	LIST	EXIT	HELP
☐	☐	☐	☐	☐	☐	☐

TOPIC

Using the menu on the bottom of your screen, select **TOPIC** with your joystick and trigger. When prompted, type the topic on which you need help, for instance, terminals, then press **<RETURN>**.

MORE

Select **MORE** at the prompts to continue reading the message one screen at a time.

SKIP

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Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Exits the menu

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.3 Atari Bulletin Board

This is a bulletin board for discussions about Atari 8bit computers, their software and hardware.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.

ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.4 Atari Downloads

In Atari Downloads area you may download or upload public domain programs for the 8 bit Atari. This download area is divided into different sections:

Art, Demos, Games, Music, Telecom, and Util

To download or upload programs you stand on one of the download pads in this area, then press the trigger on your joystick.

Example: To download an Atari game you need to stand on the Games download pad, press your trigger.

Menu Options

UL	DL	READ	SKIP	LIST	EXIT	HELP
☐	☐	☐	☐	☐	☐	☐

TOPIC

Using the menu on the bottom of your screen, select TOPIC with your joystick and trigger. When prompted, type the topic on which you need help, for instance, terminals, then press <RETURN>.

MORE

Select MORE at the prompts to continue reading the message one screen at a time.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Exits the menu

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.5 Billing Information

The Billing Information Menu is located in the GCP Online Office. It is here that you can get a list of your past transactions.

Menu Options

BILL INFO

REPORT ☐	MORE ☐	EXIT ☐	HELP ☐
------------------------------------	----------------------------------	----------------------------------	----------------------------------

REPORT

Prompts you for the number of days you want your transaction summation to cover. If you want a summation for the last month you would enter 30.

NOTE: online transactions only go back 90 days.

MORE

Continues with the next page of your transaction summation. You will be prompted to select this option if your summation is longer than 18 lines.

EXIT

Exits the menu and returns you to the GCP Online Office.

HELP

Help displays a detailed message about how to use Billing Information. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.6 CyberHeroes

CyberHeroes is the CyberWorld Honor Roll. It is a list of the most prestigious combatants from each

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battlefield. This list changes regularly, as combatants vie for increased rank and privilege. The bookcase also contains the lists of contest winners for several preceding months.

Menu Options

READ

Scrolls the CyberHero message up on your screen, one screenful at a time. The messages will be read starting with the most recent and working backwards to the first message. Select READ at the "continue" or "next" prompt to continue the scrolling.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Takes you out of CyberHeroes and returns you to the CyberWorld Room.

HELP

Help displays a detailed message about how to use the CyberWorld Heroes Bookcase. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.7 CyberHistory

This is the current history of CyberWorld. It is updated periodically, as our knowledge of CyberWorld develops.

Menu Options

READ

This option Scrolls the History up on your screen, one screenful at a time. Select READ at the "continue" or "next" prompt to continue the scrolling.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Takes you out of CyberHistory and returns you to the CyberWorld Room.

HELP

Help displays a detailed message about how to use the CyberWorld History Bookcase. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

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5.8 CyberWorld Bulletin Board

This is a bulletin board is for discussions on the GCP games CyberTank and CyberShip.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.

ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.9 Downloads and Upload

The download/upload menu is in the Downloads Room. It is here that you can download or upload public domain programs.

NOTE: GCP WILL ONLY ALLOW PUBLIC DOMAIN PROGRAMS TO REMAIN ON THE SYSTEM. WE REQUEST THAT USERS DO NOT UPLOAD PROGRAMS THAT ARE NOT IN THE PUBLIC DOMAIN.

Menu Options

UL	DL	READ	SKIP	LIST	EXIT	HELP
☐	☐	☐	☐	☐	☐	☐

UL

Asks you for the name of the file to be uploaded from your disk, then uploads that file.

DL

Selection DL while READING a message will download that message. You are prompted to supply the file name to be created on your disk.

Selecting DL at any other time will require that you

supply both the message number you want to download as well as the name of the file to be created on your disk. You are prompted for both.

READ

Scrolls the messages up on your screen. Select READ at the "continue" or "next" prompt to continue the scrolling of the messages.

Binary messages will not be displayed, they may only be downloaded.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

LIST

Scrolls a one line header about each message on your screen, one screenful at a time. Select READ at the "continue" or "next" prompt to continue the list of headers.

EXIT

Exits the Download/Upload menu and returns you to the Downloads Room.

HELP

Help displays a detailed message about how to use the Download/Upload Menu. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.10 GcpNews

GcpNews is a chronicle of what is happening on GCP. Here you will find the latest information about the system's new features, procedures, etc.

Menu Options

READ

Scrolls the news messages up on your screen, one screenful at a time. GCPNews messages are read starting with the most recent piece of news, and working backwards to the oldest piece. Select READ at the "continue" or "next" prompt to continue the scrolling of the messages.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Exits GcpNews and returns you to the Customs Office.

HELP

Help displays a detailed message about how to use GCPNews. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.11 Help Topics

This is a partial list of topics on which help can be found. To read help on one of these topics select TOPIC on the Help menu and type the topic name and press <RETURN>. It will then search for help on this topic. To get a complete list of the current topics available, select TOPIC on the Help menu and type the word "Topic" (without the quotation marks) when you are prompted. You will then receive a list of all of the subjects on which help is available.

The following is a partial list of the topics upon which Help is available:

Alias	Mailroom READ
Bell	Mailroom READ NEW
Capture	Mailroom SEND
Change Password	Phones
Check Mail	Public Archives
City Help	Public Mail Lists
Clear	Ramdisk
Customs Office Help	Social Floor Help
CyberHeroes	Social Floor People
CyberHistory	Terminal
CyberWorld Combat	Time
CyberWorld Design	Topics
CyberWorld Help	Tricorder
CyberWorld Bulletins	Upload
Dir	Whisper
Download	Who
GCP Office Help	GCP Office Input
Games Floor Help	GcpNews
General Interest Bulletins	Goto
Logoff	Mailroom HEADERS
Mailroom Help	

5.12 Input

Input is the place to make note of your suggestions,

problems, questions, and requests for GCP. Input Boxes are placed in several places in and around the GCP City. The most notable Input Box is in the GCP Online Office.

Menu Options

INPUT

POST ☐	QUIT ☐	EXIT ☐	HELP ☐
----------------------------------	----------------------------------	----------------------------------	----------------------------------

POST

Prompts you through the process of preparing your input message. This first requires that you enter an appropriate subject (title) and then press <RETURN>.

Now you then prompted to type the body of your message. Press <RETURN> after each line to continue. Select any option but QUIT to send the message.

QUIT

Aborts POST, does not send the message. Use this option if you have made a mistake in the message that you were sending.
ANY OTHER OPTION WILL POST YOUR MESSAGE.

EXIT

Exits the INPUT menu and returns you to the room you were in.

HELP

Help displays a detailed message about how to use the Input Box. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.13 Mailroom HEADERS

Mailroom HEADERS allows you to take a quick look at the contents of your private mailbox. The headers for all of the messages in your mailbox are displayed.

Each header tells you the number and subject of the message, who sent it and when, as well as any flags on the message.

Example 1: Private Mail Header

6	AK	PJS	08/22/76	14:30
Last Nights Activity			124129	

Message number 6, in the example, has been ANSWERED and marked as KEEP. PJS sent the message at 2:30 pm August 22, 1976. The message subject is "Last Nights Activity", and the size is 124129 bytes.

These are the possible message Flags :

(N)ew	- Unread Message
(D)elele	- Message to be deleted
(K)eeep	- Message to be saved
(U)ndelete	- Message no longer deleted
(M)oved	- Message moved to private archive
(A)nswereed	- Message answered
(B)inary	- Message is a computer program

Menu Options

HEADERS



READ	SKIP	EXIT	HELP
☐	☐	☐	☐

READ

Scrolls the headers up on your screen, one screenful at a time. Select READ at the "continue" or "next" prompt to continue the scrolling.

SKIP

Select SKIP at the "Select READ to Continue" prompt

if you do not want to read the rest of the current message or want to skip the entire next message.

This has limited use when you are reading headers since each header is only several lines long. You may not notice that anything has been skipped.

EXIT

Takes you out of Mailroom HEADERS and back to the Mailroom.

HELP

Help displays a detailed message about how to use the Mail Room Headers Utility. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.14 Mailroom READ

Mailroom READ allows you to read all of the mail in your private mailbox. Using this you will read both "new" (as yet unread) and old (already read) mail messages.

Menu Options

READ

F=

DELETE	READ	SKIP	EXIT	HELP
☐	☐	☐	☐	☐

DELETE

Deletes the current message. To DELETE a message you must first have READ it. READ the message first.

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When you are prompted to "Select READ to Continue", then select the DELETE option to delete the message.

READ

Scrolls your mail messages up on your screen, one screenful at a time. Select READ at the "continue" or "next" prompt to continue the scrolling of the messages.

Each message is preceded by a header which gives you some information about the subsequent message.

Example 1: Private Mail Header

6	AK	PJS	08/22/76	14:30
Last Nights Activity				124129

Message number 6, in the example, has been ANSWERED and marked as KEEP. PJS sent the message at 2:30 pm August 22, 1976. The message subject is "Last Nights Activity", and the size is 124129 bytes.

These are the possible message Flags :

(N)ew	- Unread Message
(D)ele	- Message to be deleted
(K)eep	- Message to be saved
(U)ndelete	- Message no longer deleted
(M)oved	- Message moved to private archive
(A)nswered	- Message answered
(B)inary	- Message is a computer program

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Takes you out of Mailroom READ and back to the Mailroom.

HELP

Help displays a detailed message about how to use Mail Room Read Utility. It will be several screens full of text. At the end of each screen, you can

press HELP to continue reading, or stop HELP by making any other selection.

5.15 Mailroom READ NEW

Mailroom READ NEW allows you to read all of the new mail messages in your private mailbox. Remember that once you have read a mail message it is no longer considered to be "new."

Menu Options

READ NEW



DELETE	READ	SKIP	EXIT	HELP
☐	☐	☐	☐	☐

DELETE

Deletes the current message.

READ

Scrolls your new mail messages up on your screen, one screenful at a time. Select READ at the "continue" or "next" prompts to continue the scrolling of the messages. This will only read messages which are marked as NEW. Reading a message will remove its NEW designation.

Each message is preceded by a header which gives you some information about the subsequent message.

Example 1: Private Mail Header

8	AK	TheDuck	08/22/76	14:30
Re: Last Nights Activity				124129

Message number 8, in the example, has been ANSWERED and marked as KEEP. TheDuck sent the message at 2:30

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pm August 22, 1976. The message subject is "Re: Last Nights Activity", and the size is 124129 bytes.

These are the possible message Flags :

- (N)ew - Unread Message
- (D)elete - Message to be deleted
- (K)eep - Message to be saved
- (U)ndelete - Message no longer deleted
- (M)oved - Message moved to private archive
- (A)nswered - Message answered
- (B)inary - Message is a computer program

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

If you have not skipped any messages during the scrolling, you have no new messages to read. To read through your mail you can now use Mailroom READ.

EXIT

Takes you out of Mailroom READ NEW and back to the Mailroom.

HELP

Help displays a detailed message about how to use the Mail Room New Mail Reading Utility. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.16 Mailroom SEND

Mailroom SEND allows you to send mail messages almost as if you were in the PostOffice.

Menu Options

SEND

POST	QUIT	EXIT	HELP
☐	☐	☐	☐

POST

Prompts you through the process of preparing a message, requiring that you enter a name (to send the message to) and a subject.

Type the name(s) of the users, public or private mail lists to whom you are sending the message. Separate them with spaces, for example: "HtG EotU CtM gcp" Then press <RETURN>.

Type the subject of the message. Press <RETURN>.

Now you are prompted to type the body of your message. Press <RETURN> after each line to continue. Select any option but QUIT to send the message.

QUIT

Aborts POST, but does not send the message. Use this option if you have made a mistake in the message that you were sending.

WARNING: ANY OTHER OPTION WILL POST YOUR MESSAGE.

EXIT

Exits the SEND Menu and places you back in the Mail-room.

HELP

Help displays a detailed message about how to use the Mail Room Send Utility. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.17 Online Signup

Located in the Customs Office the Online Signup Station is the place where a person who is not a member of GCP (who may be on the System thru a Users Group account, or even a friends account) may apply for his own personal membership to Games Computers Play. Standing on the pad in front of Online Signups and pressing the trigger will activate the station. You will then be asked all of the pertinent questions about yourself, and the signup process will have been initiated. In a few days you can expect to have an active account ready for your use.

5.18 People

The People bulletin board lets you read the autobiographical sketches submitted by GCP users and post your own message about yourself. All GCP subscribers are asked to place a short message about themselves in the People Bulletin Board. This will enable people, with common interests, to find each other and exchange information or just chat.

Menu Options

PEOPLE

READ	SKIP	POST	QUIT	KILL	EXIT	HELP
☐	☐	☐	☐	☐	☐	☐

READ

Select READ to look at messages left by other subscribers.

Select READ again at the "Select READ to Continue" prompt to continue the message.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select this option when you are ready to write your own autobiographical sketch. When prompted you should type a subject. The subject will usually list your main interests and hobbies.

Example

skiing CheechWizard photography

Remember to press <RETURN> at the end of your subject message.

Type your autobiographical message, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the People Bulletin Board.

QUIT

Aborts POST. This is the only option that does not post your message to the bulletin board.

WARNING: ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes your bulletin from the board. Before removing your message from the bulletin board you must first READ it. Once your message is on the screen, then select the KILL option when you are prompted to "Select READ to Continue".

EXIT

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Leaves the People Bulletin Board and returns to the Social Floor.

HELP

Help displays a detailed message about how to use the People Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.19 Phones

The phones allow you to contact users throughout the GCP system. You can use them to reach a user that you know is logged on but who is not located nearby.

You do need to know the logon name of the person you want to contact. You cannot contact a user by typing an alias.

You can contact the system operator at any time using the OPER option in the phones.

To enter the phones place yourself on a pad in front of one, press your trigger.

5.19.1 Menu Options

PHONE



ANSWER

☐

CALL

☐

HANGUP

☐

OPER

☐

EXIT

☐

HELP

☐

5.19.1.1 CALL

To make a call place yourself under CALL and press the trigger on your joystick. The system will prompt you to type the name of the person that you want to call. After you enter the name then press <RETURN>.

You must wait while the system contacts the party. You will be notified when your call has been answered. You can then begin your conversation by typing on your keyboard and typing <RETURN>, just like you do in The City. Sometimes people are engaged in other activities and may take a few moments to answer the phone, be patient.

5.19.1.2 ANSWER

When you are notified by a System Window message that there is a call for you, you must go to a phone in order to answer the call.

Place yourself on the pad in front of the phone, and press your trigger.

Once you are inside the phones, you will be told if there are any calls pending.

If you do have some one still trying to call you then place yourself under ANSWER press your trigger.

Your caller is then notified that you are on the line and your conversation may begin (just go ahead and type).

5.19.1.3 HANGUP

This will disconnect your call and remain in the phones. Place yourself at HANGUP and press your trigger.

To disconnect your call and exit the phones, place yourself at EXIT and press your trigger.

In both cases the parties to your call are notified that you have hung up the phone.

5.19.1.4 OPER

You can use OPERATOR to contact a GCP staff person or sysop (if one is currently logged on). Place yourself at OPER and press your trigger.

The system will automatically connect you to the system operator on duty or notify you that no such person is currently available.

5.19.1.5 EXIT

Exits the Telephones and returns you to the room you were in. This will also HANGUP on any calls you are currently in.

5.19.1.6 HELP

Help displays a detailed message about how to use the Telephones. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.19.2 Conference Calls

While on the phone you can place another call to a third party. When they answer, the conversation will be 3-way.

HOWEVER, if you ANSWER another call while on the phone your original phone call is disconnected.

5.19.3 Terminal Commands

While you are on the phones all the TRICORDER (OPTION key) commands are available for your use.

For more information on the terminal commands, enter a terminal and type "help terminal" then press <RETURN>.

5.20 PostOffice News

PostOfficeNews is a chronicle of what is happening in the GCP Mailroom. This is where you will find the latest information about new mailroom and postoffice features, procedures, etc. Messages are retrieved starting with the most recent and reading backwards to the first message in the Bookcase.

Menu Options

NEWS
■■■■
■■■■
■■■■

READ	SKIP	EXIT	HELP
☐	☐	☐	☐

READ

Scrolls the news messages up on your screen, one screenful at a time. Select READ at the "continue" or "next" prompt to continue the scrolling of the messages.

SKIP

Select SKIP at the "Select READ to Continue" prompt if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Takes you out of the PostOffice News Bookcase and returns you to the Mailroom.

HELP

Help displays a detailed message about how to use the GCP Postal System News Bookcase. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.21 Robots Bulletin Board

This is a bulletin board for discussions about Robots, their software and hardware.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.
ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.22 RPG Bulletin Board

This is a bulletin board is for discussions about role playing games.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

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When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.
ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.23 SciFi Bulletin Board

This is a bulletin board for discussions about Science Fiction.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.
ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.24 Space Bulletin Board

This is a bulletin board for discussions about Space, the Final Frontier.

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Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.

ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press

HELP to continue reading, or stop HELP by making any other selection.

5.25 ST Bulletin Board

This is a bulletin board for discussions about the Atari ST, its software and hardware.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.
ANY OTHER OPTION WILL POST YOUR MESSAGE.

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KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.26 ST Downloads

In the ST Downloads area. you may download or upload public domain programs for the ST. This download area is divided into different sections: Art, Demos, Games, Music, Telecom, and Util. To download or upload programs you stand on one of the download pads in this area, then press the trigger on your joystick.

Example: To download an ST utility you need to stand on the Util download pad, then press your trigger.

Menu Options

TOPIC

Using the menu on the bottom of your screen, select TOPIC with your joystick and trigger. When prompted, type the topic on which you need help, for instance, terminals, then press <RETURN>.

MORE

Select MORE at the prompts to continue reading the message one screen at a time.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

EXIT

Exits the menu

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.27 SysLink Bulletin Board

This is a bulletin board for discussions about computer Bulletin Boards.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read

the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.

ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

5.28 Terminals



The Terminals offer a number of commands for your convenience.

To enter a Terminal first place your figure on a Terminal pad, press your trigger.

To exit the Terminal, press your trigger.

To use a terminal command type the command with any parameters it may need and then press <RETURN>.

Terminal Commands

Alias

This terminal command allows you to disguise your true identity.

You can create an alias by using either a terminal or your tricorder.

To change to an alias type the command followed by your alias. This should be on one line. Press <RETURN>. Here is an example of a complete alias command:

```
alias BoPeep
```

From now on, for this logon or until you make another change, your messages are preceded by your alias rather than by your logon name.

```
alias BoPeep
```

Each alias is preceded with a period when displayed on your screen. The above alias will look like this:

```
.BoPeep
```

Type alias, press <RETURN>, to remove an alias.

Once you log off your alias is gone. Hence it follows that you cannot use an alias to log on.

Aliases are not unique. Many people can share the same one. This may be significant when you whisper to an alias--if there are more than one only one will receive your message but you cannot know which one.

You cannot phone or send mail to an alias. These require that you use correct logon names.

A listing of who is on the system will identify the true logon name of the person behind the alias.

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This terminal command rings the terminal bell of everyone within your listening area. This is used to get their attention.

You can ring the bell using either a terminal or your tricorder.

Capture

This terminal command allows you to capture everything in the message display area from the time you turn capture on until the time you turn capture off.

You can use the command through the terminals or your tricorder.

To capture to your disk: type capture followed by a file name (all on one line). Press <RETURN>.

To capture to your printer: type capture P: then press <RETURN>.

To turn capture off type capture, press <RETURN>.

Change password

This command allows you to change your password. No one will see what you type.

Remember that a password must be at least 6 and not more than 10 characters. AND one of the characters must be a nonalphabetical symbol, i.e. + or \$ or #, or a number.

You can change your password by using either a terminal or your tricorder.

On one line type the two word command, change password, then press <RETURN>.

When you are prompted, type your old password, press <RETURN>.

When prompted, type your new password, press <RETURN>.

To double-check, you are asked to type your new password request one more time before it becomes your new password. Do so, then press <RETURN>.

This successfully accomplished, you have a new

password. If not, your password is not changed; you may try again.

NOTE: To change your logon name please post a message in the INPUT box. This can be found in the GCP Office.

Check Mail

Using the check mail command you can find out if you have any new mail in your mailbox without having to travel to the Post Office.

You can check for new mail by using either a terminal or your tricorder.

A message appears that tells you whether or not you have NEW mail.

Clear

This terminal command clears your message display area.

You can clear your display using either a terminal or your tricorder.

Dir

This terminal command allows you to get a directory of your disk(s).

You can use this command either through a terminal or your tricorder.

Type the command, dir, then press <RETURN>.

If you do not specify a filename you will get a directory of all the files on D1:

Multiple drives and wildcards are supported. Examples:

```
dir D1:*.BAS
dir D2:*. *
dir D3:T.*
```

Goto

The goto commands allow you to move from place to place simply by typing your desired destination on

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your keyboard.

You can use this command either through the terminals or your tricorder.

This is a partial list of places you can go with a terminal command.

Biowar	Customs	CyberWorld
CyberShip 30	CyberTank 30	LosShip
CyberShip 40	CyberTank 40	LosStation
CyberShip 50	CyberTank 50	Games
CyberShip 60	CyberTank 60	Logoff
CyberShip 70	CyberTank 70	Downloads
CyberShip 80	CyberTank 80	Mailroom
CyberShip 90	CyberTank 90	Office
PostOffice	Social	Update

Type goto, followed on the same line, by where you wish to go. Then press <RETURN>.

You are now automatically transported to your selected destination.

Logoff

This terminal command exits you from the GCP City.

You can logoff using either a terminal or your tricorder.

Multi-Drive and Ramdisk Support

GCP now supports multiple drives so you so you can take advantage of your 2nd disk drive to reduce disk swapping on GCP, and ramdisk-based systems so you can use your 130XE Ramdisk to avoid disk swaps and speed up disk accesses.

Multi-Drive support:

1. When the system prompts you with "Please insert the CITY disk" when you logon, just place your CITY disk in drive 2.

2. Go to a terminal (or use the tricorder) to issue the command "setdrive 2 CITY". This will tell the host computer that your CITY disk is in drive 2.

3. You can then place the GAME1 disk in drive 1 and you will not have to switch disks.

Ramdisk support:

1. Make a duplicate of your backup CITY disk, then delete the files: TOPOST.*, FPOST.* and TOUPDT.* (this is to make enough room so that the rest of the files will fit in the ramdisk).

2. Boot up with DOS 2.5 (you must also have the RAMDISK.COM file supplied with DOS 2.5 on the DOS disk).

3. Copy all the files off of the abbreviated CITY disk to D8: using DOS menu option C.

4. Insert the your working copy of the GCP BOOT disk in drive 1.

5. Run the GCP software by using menu option L (load binary) and typing AUTORUN.SYS

Once you are logged in, you must proceed to the terminal or use the tricorder and type "setdrive 8 CITY" in order to tell the host computer that you have the CITY disk in the Ramdisk.

NOTE: Because of the files you had to delete to fit the CITY disk into the Ramdisk, you will not be able to go into the PostOffice or Update via the Ramdisk. If you want to use either the PostOffice or Update after setting up for the ramdisk, you have to place the CITY disk into drive 1, then go to the terminal or use the tricorder and issue the "setdrive 1 CITY" command to tell the host computer that the CITY disk is in back in drive 1.

If you have any questions or problems, please submit them via the INPUT box in the GCP Office.

Time

This terminal commands prints out the GCP office time and the approximate length of time (within a couple of minutes) that you have been logged on.

You can use this command using either a terminal or your tricorder.

Whisper

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Whisper-mode is activated by your SELECT key. It allows you to talk selectively to nearby users.

When prompted, type the logon name or alias name of the user of users (separated by spaces) to whom you wish to whisper. Then press <RETURN>. For example:

HtG .sysop CtM

While you are whispering your message display area is pink. Messages that have been whispered are preceded by their sender's name in parenthesis.

Example:

(HtG): I am whispering to you.

To stop whispering, press SELECT again.

Who

This terminal command tells you who is on GCP and where they can be found.

You can do a who either through a terminal or your tricorder.

5.29 Tricorder

Activated by your OPTION key, your tricorder provides on-the-spot use of the terminal commands. With the tricorder you can perform any of these commands, one at a time.

Your tricorder can be used while whispering or on the phone, while in a bulletin board, bookcase, help, or the GCP Input box.

If you change your mind, you can deactivate the tricorder by pressing your OPTION key again.

To use one of these commands type the command together with any parameters it may need and then press <RETURN>.

Tricorder Commands

Alias

This terminal command allows you to disguise your true identity.

You can create an alias by using either a terminal or your tricorder.

To change to an alias type the command followed by your alias. This should be on one line. Press <RETURN>. Here is an example of a complete alias command:

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From now on, for this logon or until you make another change, your messages are preceded by your alias rather than by your logon name.

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You cannot phone or send mail to an alias. These require that you use correct logon names.

A listing of who is on the system will identify the true logon name of the person behind the alias.

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This terminal command rings the terminal bell of everyone within your listening area. This is used to get their attention.

You can ring the bell using either a terminal or your

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tricorder.

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You can use this command either through a terminal or your tricorder.

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Multiple drives and wildcards are supported. Examples:

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Goto

The goto commands allow you to move from place to place simply by typing your desired destination on your keyboard.

You can use this command either through the terminals or your tricorder.

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This is a partial list of places you can go with your tricorder command.

Biowar	Customs	CyberWorld
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CyberShip 50	CyberTank 50	Games
CyberShip 60	CyberTank 60	Logoff
CyberShip 70	CyberTank 70	DownLoads
CyberShip 80	CyberTank 80	Mailroom
CyberShip 90	CyberTank 90	Office
PostOffice	Social	Update

Type goto, followed on the same line, by where you wish to go. Then press <RETURN>.

You are now automatically transported to your selected destination.

Logoff

This terminal command exits you from the GCP City.

You can logoff using either a terminal or your tricorder.

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2. Go to a terminal (or use the tricorder) to issue the command "setdrive 2 CITY". This will tell the host computer that your CITY disk is in drive 2.
3. You can then place the GAME1 disk in drive 1 and you will not have to switch disks.

5.29.0.0.2 Ramdisk support

1. Make a duplicate of your backup CITY disk, then delete the files: TOPOST.*, FPOST.* and TOUPDT.* (this is to make enough room so that the rest of the files will fit in the ramdisk).

2. Boot up with DOS 2.5 (you must also have the RAMDISK.COM file supplied with DOS 2.5 on the DOS disk).

3. Copy all the files off of the abbreviated CITY disk to D8: using DOS menu option C.

4. Insert the your working copy of the GCP BOOT disk in drive 1.

5. Run the GCP software by using menu option L (load binary) and typing AUTORUN.SYS

Once you are logged in, you must proceed to the terminal or use the tricorder and type "setdrive 8 CITY" in order to tell the host computer that you have the CITY disk in the Ramdisk.

NOTE: Because of the files you had to delete to fit the CITY disk into the Ramdisk, you will not be able to go into the PostOffice or Update via the Ramdisk. If you want to use either the PostOffice or Update after setting up for the ramdisk, you have to place the CITY disk into drive 1, then go to the terminal or use the tricorder and issue the "setdrive 1 CITY" command to tell the host computer that the CITY disk is in back in drive 1.

If you have any questions or problems, please submit them via the INPUT box in the GCP Office.

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You can use this command using either a terminal or your tricorder.

Whisper

Whisper-mode is activated by your SELECT key. It allows you to talk selectively to nearby users.

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When prompted, type the logon name or alias name of the user of users (separated by spaces) to whom you wish to whisper. Then press <RETURN>.

Example:

HtG .sysop CtM

While you are whispering your message display area is pink. Messages that have been whispered are preceded by their sender's name in parenthesis.

Example:

(HtG): I am whispering to you.

To stop whispering, press SELECT again.

Who

This terminal command tells you who is on GCP and where they can be found.

You can do a who either through a terminal or your tricorder.

5.30 UserGroup Bulletin Board

This is a bulletin board for discussions about computer User Groups.

Menu Options

READ

Select READ to scroll the messages on your screen and at the prompts to continue the scrolling.

SKIP

Select SKIP at the prompts if you do not want to read the rest of the current message or want to skip the entire next message.

POST

Select to write your own bulletin. When prompted, type a subject. Then press <RETURN>.

Type your message for the bulletin board, pressing <RETURN> after each line to continue.

When your message is completed select POST to add your message to the bulletin board.

QUIT

Aborts POST; only option that does not post your message to the bulletin board.

ANY OTHER OPTION WILL POST YOUR MESSAGE.

KILL

Deletes the bulletin you are reading if you posted it.

EXIT

To exit the menu.

HELP

Help displays a detailed message about how to use the this Bulletin Board. It will be several screens full of text. At the end of each screen, you can press HELP to continue reading, or stop HELP by making any other selection.

6. Definitions

accounting

In the GCP Online Office. The accounting station lets users change their billing method. A user can change from prepay to charge, or change from one charge card to another.

Activate

Usually used with respect to a pad or icon. To "activate" something, you position your droid so that its feet are covering the pad and then press the joystick trigger.

back

The direction nearest to the top of the screen.

billing

In the GCP Online Office. A user can check his account status here. Transactions for a preceding period of days can be printed out and reviewed.

Binary

In the context of GCP mail, this is a message that is intended to be downloaded by the receiver and used while not on GCP. This includes public domain games or user written programs.

biowar

Accessed through the Game Floor. BioWar is an abstract game of cell growth.

bookcase



An icon from which information can be read. Information from a bookcase can only be accessed, never modified or added. These usually are used for news on a general topic.

bulletin board



An icon which allows information to be read and posted. These are user maintained station, the information in them is placed there by users, for use by other users. Only text messages can be placed in a bulletin board.

city

The City is the central core of Games Computers Play. All of the functions are located in rooms, floors and buildings which have doors leading into the City. Using the walkways in the City, a droid can move anywhere in GCP. The labeled doorways in the City take you to the indicated rooms. You will also find unlabeled doors, which are reserved for future expansion to the City. To enter any of the rooms you need to move your droid onto the pad in front of that door, and press the trigger. This will activate your disk drive and you will find your droid transported into the selected room.

Scattered around the City you will find Help Stations, Phones and Terminals.

City Display

The area of the screen that contains the graphic pictures in the GCP City, Customs Office, Social Floor, Mail Room, Office, Game Floor, or Upload Floor.

customs desk

Located in the Customs Office, the Customs Desk is the place where you enter GCP. The station, when activated, will also tell you the names of all people currently logged into the system.

customs office

The entry point to GCP. The Customs Office contains the GCPNews bookcase, as well as the Online Signup Station. Also located in Customs is the Customs Desk and droid wardrobe. The Customs Office is where you will arrive when you enter the GCP System. On the left

side of the Customs Office are all of the choices in droid bodies. The Customs Office is located in the right side of the City, near the Logoff Door.

The Customs Office contains the Customs Desk, Online Signup, Help, GCP News, Phones.

cybership

A GCP game of tactical ship design and combat.

cybertank

A GCP game of tactical tank design and combat.

cyberworld

The access point from GCP to the Cyber series of games. Located off from the Games Floor, CyberWorld contains all of the informations and tools necessary to play these games.

door



Red rectangles throughout the GCP City that separate different places and functions. There are two types of doors, the stationary doors that take you from one room to another (like the CITY door in the Customs Office, which takes you into the City).

The other type of door is user controlled. In the Social floor, many of the rooms have pads along their back walls. These pads activate locked doors on the rooms. When you stand on the pad and press the trigger a door will appear in the doorway, thus blocking anyone else from entering the room, or hearing the conversation that takes place inside there.

doorbell

If a room is blocked by a door, there will always be a pad in front of that door. By standing on the pad and pressing the trigger the user will send a message to the occupants of the room saying that you are outside and

want to get inside. The user inside the room then has the option of opening the door, or ignoring the "doorbell".

download

A message (either text or a binary file) that is sent from storage on a remote computer via the telephone to your home computer. Usually this is a public domain program that one user wishes to share with other users on the System. On GCP your personal mail is also downloaded to your home computer (you may note that the icons for "DOWNLOAD" and for "READ" mail are the same)

The following is a step-by-step procedure on how to download a message from a public archive to your diskdrive.

You should switch from your City Disk to another formatted disk before you download.

Step One:

You must be located in the archive or mailbox that contains the message or program you want to download.

- 1) In the Main Menu place the cursor beside Archive, press your trigger.

- 2) Now in the Archive Menu, place the cursor beside Goto Public or Goto Private, press your trigger.

- 3) When the Name Form appears type the name of the archive you want, press <RETURN>, then press START.

Step Two:

Now in your selected Archive, use Headers to list the contents of the mailbox or archive in order to identify the message(s) that you want to download. The Headers also tell you the size of the message so you can be sure that you have enough room on your disk.

- 1) Place your cursor beside Header, press your trigger.

2) To view all the headers, leave the SELECT FORM blank, press START.

3) Remember the number that is assigned to the message or program that you want to download.

Step Three:

Downloading.....

1) Place the cursor beside Download, press your trigger.

2) Complete the SELECT FORM with the number assigned to the message or program that you want to download. Press <RETURN>, then press START.

3) When the NAME FORM appears complete it with the name of the destination file you want to create on your own disk.

Example: D:TEST.DAT

or

P: to download to your printer.
Press <RETURN>, then press START.

The Download to your disk or to your printer is now completed; unreadable stuff appears on your screen.

Make sure that you place the CITY disk in your drive before leaving the Post Office.

Downloads

In the Download Room, you can exchange public domain programs with other GCP users. The Download Room is organized by topic, so you should decide where your message should go before you upload it. For example, if you have written a new game for the Atari 520ST, you would go into the Downloads Room, and select the door labeled "ST". Then, once inside the Inner Download Room, you would select the Bulletin Board labeled "GAMES", since what you have written is a game.

In the Outer Download room, you are faced with broad categories for the archives (for

example, "ATARI" or "ST") . Once inside a door specifying one of these broad categories you will have a choice of several, more specific categories (for example "GAMES", "UTIL" or "DEMOS"). When you prepare to upload a program you should think about which category it best fits in, so that whatever you upload will reach the broadest number of people possible. Remember that for every hour that some one spends downloading a program that you have uploaded, your account will be credited with seventy two cents.

In addition to the archival categories, the Download Rooms also contain several utility icons, including :, Help, Phones, Input, Info, Bulletin Boards.

droid



The robot shaped figures seen around the city. Each figure represents a GCP user who is logged onto the system.

edit keys

When you have typed a line into your Keyboard display, your Atari will 5 keys to be used to modify this information. The left and right arrow keys (on the right side of your keyboard, above the plus sign and asterisk, respectively) will move your cursor left and right.

REMEMBER: You have to press the CONTROL key down at the same time in order to activate these keys.

UP ARROW - This will return to the last message that you typed. You may then edit the message and press return to re-execute the command. This is especially useful if you mistype a Terminal or Tricorder command.

INSERT CHAR - To insert a character into your message, just position the cursor to where you want the character inserted, and type that character.

DELETE CHAR - To delete a character, position the cursor onto the character that you want

to delete and press the CONTROL and DELETE keys down at the same time.

DELETE LINE - To erase the line that you have just typed, without transmitting it, press the SHIFT and DELETE keys down at the same time. This command does not require you to be at any specific place on the line.

Energy Field

The glowing box around your droid that distinguishes him from the other droids on the screen. Your joystick will always control the droid in the Energy Field.

front

The direction nearest to the bottom of the screen.

full screen text

An alternate screen display. In Full Screen Text mode, instead of the City Display at the top of the screen, there are 22 lines of text. This is used for extended conversations and for viewing information that takes up more than the normal 5 lines. This mode is entered by pressing the START key when the system is in graphics mode.

Function Keys

Throughout the City the three function keys will each have the same definitions. There will be times when the keys are disabled, but when they work, they will work as follows:

START key

The Start key will toggle your screen between Full Screen Text Mode, and Graphics Mode. In Full Screen Text, you will be presented with 22 lines of conversation.

When you want to stop and talk to someone, this is the mode that you should be in. It allows that last 22 lines of your Message Display to be shown on the screen.

Graphics Mode is the normal mode of operation. In Graphics Mode you have a graphics display on the top section of your display, and the five line Message Display.

SELECT key

The Select Key will initiate Whisper Mode. When you press this key, the Message Display will change to a pinkish color, and you will be prompted for the user to whisper to.

When you are in Whisper Mode, your name will appear in parenthesis next to any message that you type. Only the person that you are whispering to will be able to receive what you have typed.

To exit Whisper Mode, just press the SELECT key again.

OPTION key

The Option key will operate the Tricorder. This is essentially a portable computer terminal. It has all of the functions associated with the normal GCP Terminal, except that you can only request one command at a time.

When you are in Tricorder Mode, the Message Display will turn pink, and the system will wait for you to enter your next command via the keyboard. This command will be routed to the Master Computer, and processed just as if you were standing at a GCP Computer Terminal.

To exit Tricorder Mode without issuing a command, press the OPTION key again.

Function Key Window

The bottommost line on your screen (a light blue color) is used to reflect the status of the function keys. The left keyword describes the START key, the middle is the SELECT key, and the right keyword is the OPTION key. Normally in the GCP City these are "Text", "Whisper", and "Tricorder" respectively. Pressing the key indicated

will activate that function.

Games Floor

The Games Floor, located in the central portion of the City, is where users go to select a GCP game to play. All of the online multi-player games are accessed from the Games Floor. You are presented with a miniature representation of each game, and the name of the game. To choose your game, just activate the pad in front of it.

In addition to the games, the Game Floor also has several icons that serve other functions. These include Help, Phones and terminals.

gcpnews

Located in the Customs Office, GCPNews is a bookcase containing the latest information of interest to active GCP users. The information is displayed from the most recent backwards to the beginning of time. It is a good idea to read GCPNews every time that you log into GCP.

graphics mode

The normal GCP computer mode, characterized by a graphics region in the top 75% of the screen, above 3 text regions. This mode is entered by pressing the START key when the system is in full screen text mode.

headers

Atop each mail message, public or private, is a short banner of information about the message. This banner contains the name of the sender, the name of the receiver, the date that the message was sent, the size of the message, the type of message (text or binary), and the subject. This banner is called the Message Header. Headers also refers to the station in the Mail Room that allows you to read the banners from your own Private Mail.

help

H
E
L
P

Help stations are located throughout GCP. These are the places that you go for information on how to use other icons and utilities. In each Help Station there is also a Help Option. This option will give you information about the room that the Help Station is in, and all of the icons and facilities in that room. Most menus also have a Help option. This option will give you specific information how to use the menu.

icon

Pictorial representations of objects or concepts. Throughout GCP there are stylized pictures of phones, terminals, bookcases etc. Each of these small pictures is a icon, which, when activated, will perform the function of the object that is depicted.

Examples of icons include :

Droids, Signup Desk, Customs Desk, GCP News, NEWS, HELP, Telephones, Terminals, INPUT, Download Station, PEOPLE, Private Mail, STORE, ACCOUNT INFO, BILLING INFO, CITY, INFO

input box



An input box is an station that allows you to send messages. It does not allow selective reading of information. Input Boxes are used to collect data (as in the Voting Booth) or to receive unsolicited comment (as in the INPUT box). INPUT BOX also refers to the icon in the GCP Online Office which customers may use to present their opinions, comments, complaints and problems to the powers that be at GCP. These messages will be attended to as quickly as possible. GCP asks that users make use of the INPUT BOX, as it is by way of this information that the management determines the growth paths of the Games Computers Play System.

Keyboard Window

The one teal blue line, below the Message Display. When you type on the keyboard of

your Atari, the letters will show up here. When you press the "Return" key your message will disappear from this area. While it is displayed here it can be edited and changed using the editing keys.

locked rooms

Many of the rooms in the Social Floor, as well as the GCP Online Office, have pads along the back wall of the room. These pads open/close a door across the entrance to the room. When some one enters the room, and activates the pad, an impassable door will descend. This door will stay in place until the person inside the room activates the pad again and opens the door. Whenever a room is locked there will be a pad outside the door. If a person outside the room stands on this pad, the people inside the room will be informed (this is like yelling into the room I am out here!! Let me in!")

Logging In

As the Doors open you will be treated to the sight of the GCP Customs Office, but before you can get access to the system, you must first enter your name and password, and be recognized. When the doors are fully open a white strip will appear in the center of your screen, asking you for your name:

Please Enter Your Logon Name

The name that you will use is the System Name that you gave upon signing up, this may be your real name, or a pseudonym that you chose for use on GCP (REMEMBER: This may not be an alias!). Remember: names on GCP are exactly one word, no spaces. The only valid characters are letters (both upper and lower case), numbers, and the underscore character. When you have entered your name, the message will change to one requesting your password:

Please Enter Your Password

Your password is your secret key to Games Computers Play, without it you cannot enter the City, so guard it well! You have 5 tries

to enter your password correctly, after that the computer will hang up the telephone and you will have to go thru the BOOT procedure again, so type carefully!

Message of The Day

When you do type your password correctly, the wall on your screen will disappear and you will be transported into the GCP Customs office. The Message Display will contain today's Message of the Day.

The Message of the Day is usually information pertinent to users of the GCP System. This message is kept up to date, and should be read every time you log in. From time to time it may be longer than your Message Display, so you should go into Full Screen Text to read the entire message.

Login Message

After the Message of the Day has finished scrolling into your Message Display the System Window will appear telling you that your logon was successful. This will also tell you the time and date of your logon (here at GCP). If you have any unread mail waiting for you in the Mail Room you will also be told at this time.

When the Login Message appears, it means that you are logged onto Games Computers Play. At this point you should put the CITY disk into the disk drive.

If you forget, and leave the BOOT disk in, whenever you try to access any of the function in the Customs office, you will be chastised by the GCP Master Computer, and asked to "Please Insert the CITY Disk".

logoff

This is the terminal command that will take you out of GCP and return you to the real world. Logging off will cause the GCP Doors to return to your screen, this time they will

be closed, signifying the termination of this terminal session. The Logoff Door is located next to the Customs Door in the right side of the City. If you activate the pad in front of this door your current terminal session will be ended.

lords of space

Accessed through the game floor, LoS is a game of space exploration and conquest.

MailBox



Your storage place on GCP for Private Mail. Your personal MailBox can be accessed through the Mail Room, or the Post Office.

mail room

Located in the bottom right corner of the City, the Mail Room is where you will go to read and send electronic mail on GCP. The Mail Room contains all of the functions to read your new mail, your old mail and your mail headers. You can also send private mail to other users. On the right side of the Mail Room are the Public Archives. These Bulletin Boards allow you to exchange message on specific topics in a very informal open forum. The Mail Room is also the access point for the Post Office.

In the Mail Room you may encounter the following labeled icons: Read, Read, New, Headers Send, Phones, News, Help, Archives.

menu

A selection of options displayed on the screen. Moving the joystick and pressing the trigger will select the function you are interested in using.

Message Display

The five green lines below the City Display. This area is used for displaying messages between users.

mixed case

This is the state where the characters that you type on your keyboard will come out as lower case, unless you press the "Shift" key. The GCP System will recognize both upper and lower case letters, and in most conversations it is recommended that you use upper and lower case words (capitalizing as you were taught in school), and only use all upper case sentences to indicate inflection.

news

News stations are Bookcase icons which contain news about the room in which they are located. For example, there is a News Bookcase in the Mail Room which contains information about the latest changes and updates to the Post Office, Mail Room, and Archives.

office

The GCP Online Office is located in the bottom center of the City. It is here that you would go to talk to the system operators. Also in the Office are utilities for checking your account status, printing out past transactions, and changing your billing method. There are two input boxes in the Office, one is for soliciting opinions on specific topics (VOTE) and the other is for whatever information you, the user, think ought to be brought to the attention of the system operators (INPUT).

The dotted lines that you see in all of the doorways of the GCP Office demark room boundaries. It is important to always be in the same room as the person that you are talking to. Whatever you type on your keyboard will go to all of the people in the same room as you, but will not cross dashed line or doors.

If you are in the Office and you need to talk to the SysOp you will probably be faced with a door on the SysOp room. If you can see a SysOp inside of the room, then ring the bell (the bell is activated by standing on the pad outside of the SysOp door and

pressing the trigger). Then the SysOp will either open the door and let you in, or not. If he does not (give him a moment or two, sometimes reflexes take time) answer, then you should send your information via the Input Box. If the SysOp does open the door remember that you have to go inside of the room before he can hear anything that you type. Standing in the foyer and yelling does not do any good whatsoever.

Other icons that you will find in the GCP Office include the following: Help, Input, Bill, Info, Account, Info, GCP, Store.

online signup

Located in the Customs Office, the Online Signup station allows users who do not have personal accounts a quick and simple way to get these accounts. If they can get access to a friends or user groups account, anyone can use the Online Signup station to request their own account.

pad

A droid-sensitive area in front of a icon or door. Positioning a droid on a pad and pressing the trigger will activate the associated door or icon. In the City, pads are red and white horizontal striped.

people

Located in the Social Floor, near to the door, the People Bulletin Board contains information about the users of the GCP System. Each user is requested to put a short message about themselves in this bulletin board.

phone



Phones are stations where users can talk to other users who are currently logged in, without having to find them on the system. The icon resembles a rotary telephone. Using this utility you can talk to anyone logged into GCP regardless of your relative positions.

post office

A complex and powerful menu driven electronic mail program. The Post Office is accessed from the Mail Room. All of the functions available to users in the Mail Room are also available in the Post Office, as are many more.

Private Mail

Information sent from one GCP user to another. This mail cannot be read by anyone except the user to which it is sent. Information can be either Text or Binary.

Public Archive

An aggregation of mail on a specific topic. This information is freely available to anyone who wants to read it. A public archive can only contain Text messages.

read

The READ station in the Mail Room allows users to access any or all messages from their Private Mailbox. The READ option in a menu is used to access the messages that pertain to the function of that station. For example, in the GCP News Bookcase, the READ option selects the most recent piece of news available about the GCP System, and displays it on your screen.

read new

The READ NEW station in the Mail Room allowed users to read the messages in their Private Mailbox that they have not already read.

rooms

Rooms in the GCP City are delimited by walls and by dashed white lines on the floor. The lines are drawn across the doorway to indicate how far a person must go in order to be heard by another person inside of the room. If a user is inside of a room, he can neither talk to nor hear any users outside of that room.

send

The SEND option in the Mail Room allows you to mail a private message to another GCP subscriber.

social

The Social Floor is the gathering place for all GCP clubs and societies. Here groups of people, small or large, can gather for public or private meetings. It is a great place for role playing groups to gather for an evening of adventure, or a group of people to get together to study more about using their home computer.

The dotted lines that you see in all of the doorways of the Social Floor demark rooms. It is important to always be in the same room as the person that you are talking to. Whatever you type on your keyboard will go to all of the people in the same room as you, but will not cross dashed line or doors.

The Social Floor allows users to have both public and private conversations. If you go inside one of the rooms with a numbered pad in it and activate the pad, it will seal off the room (Room 101 is an example of a private room). A door (just like any other door) appears in the doorway replacing the dashed line. You cannot leave a locked room without first opening the door, and, likewise, no one can get in unless you open the door. If you have a subject that you want to discuss with one or more people on GCP, but do not want anyone else to break in or overhear the conversation, you can go into a room like this one and close the door. It is now impossible for anyone not in the room with you to hear what you are saying. If some one does want to get in, they can activate the pad on the outside of the door and all of the people in the room will be told that they are outside the door and want to get in. You may then either ignore them, or step on the pad again to let them in.

Icons that you will find in the Social Floor include Help, Phones, People

store

The GCP Store, located in the GCP Online Office, is a place where subscribers can go to order disks or documentation or any other items that GCP may make available to its customers.

sysop

System Operators are the people on GCP that can help you if you have problems, or wish to make a suggestion. They are usually found in the GCP OnLine Office, or can be contacted by selecting the OPER function in any telephone on the System.

System Window

A bright white area, taking up the first 2 lines of the Message display. These messages usually reflect messages or question from the GCP System to the user.

talking

Whenever you type on the keyboard of your Atari the message that you type will be broadcast to all other users whose droids are near yours, this transaction is called "talking". Talking works best when the droids involved are close together or, better yet, inside a room together.

telephone

SEE PHONE

terminal



Access point to the GCP Master Computer. Terminals, like phones, are located all around the GCP City. They allow you to move from place to place in the system, without walking. They also give access to information such as the length of time that you have been on the system, which other people are on the system, where those people are, etc You exit a terminal by pressing the joystick trigger.

Text

In the context of GCP mail, this is a message that is intended to be read by the receiver. It is comprised of only ascii characters. This would include documentation, or procedures that are in the public domain.

tricorders

Tricorders are accessed by pressing the OPTION key. These function exactly the same as terminals, except you may only type one command. After that command has executed, you will be returned to normal mode.

trigger

The button on the Joystick, usually used for making selections. It will also cause the Bell to ring, assuring you that your choice have been registered and acknowledged. Pressing the trigger will usually temporarily remove the energy field from around your droid.

update

A utility in the lower left corner of the City for assuring the revision level and integrity of your GCP disks. This function will give you step by step commands on how to check your disks. You will be asked to insert each of your disks, one at a time, into the drive, while the program verifies the revision level of your files. This check will involve much blinking of the screen and accessing of the disk so do not be alarmed. If you have any files which need revising, then they will be modified. When the program has cycled through all of your disks once, and requests the City Disk once again, it means that all of your disks are now at the most recent revision level, and that you can return to the City.

NOTE: This procedure may take several minutes. It will seem to be doing nothing at times, but it is still working.

Upload

Upload is used to send files stored on your own disks to anyone as mail. These files may be text messages which you have typed in at home, or they may be binary programs.

Upload is available from the main menu in the postoffice. You can upload while you are in your mailbox or when you are in another Archive.

You are charged for the time that you are uploading but you will be compensated as users download your program. While users are downloading your program you will receive \$.72/hour (online credit). This means that by the time 10 users have downloaded your program you will have received full credit for the time you spent uploading.

GCP ACCEPTS ONLY PUBLIC DOMAIN PROGRAMS FOR UPLOADING AND DOWNLOADING.

To Upload:

- 1) Go to the PostOffice
- 2) Put the disk you want to upload from in your disk drive
- 3) Place the cursor beside Upload and press your trigger. The SEND FORM will appear.
- 4) Fill out the SEND FORM with the names of the persons, mailing lists or public archives (see below) to whom you are sending your file and a subject appropriate to your file.

If you would like to make your public domain program available to many GCP users you can send it to an appropriate public archive. Examples of public archives that are available are:

AtariDemos
AtariGames
AtariMusic
AtariTelecom
AtariUtil

Enter a b on the Msg Type line only if you are uploading a binary file. The following is a list of what are considered to be binary files:

- 1.SAVED BASIC programs
- 2.Machine language executable pgms
- 3.Graphics dumps
- 4.Any file that has an inverse video Escape character in it

Any other file is considered to be a text file and should leave the Msg Type line BLANK! Examples include:

- 1.LISTed BASIC programs
- 2.Assembly language source code
- 3.Messages created with a word processor
- 4.ACTION! source code

When done press START.

5) Fill out the NAME form with the name of the file (on your disk) that you are uploading. Make sure that the name you use is all upper case and includes the drive specifier, i.e. D:AMODEM.BAS. Press START.

While the file is uploading a lot of mostly unreadable stuff appears on your screen. It will take some time to complete the upload, so please wait while the upload is completed.

If you must abort the process, you can do this by pressing and HOLDING the OPTION key until you are placed back in the main menu (it may take a minute or so).

When the upload is finished, you will be placed back in the Main Menu.

Remember to put the CITY disk back in drive 1 before attempting to exit the PostOffice.

NOTE: you are charged for time spent uploading.

voting box

Located in the GCP Online Office, the Voting Box allows users to express their opinions on

specific topics. These will usually be related to what features users like or dislike about GCP, and what features they would like to see added to the system in the future.

wardrobe

Located in the Customs Office, the Wardrobe is a selection of droid figures from which you may choose the droid to represent you on the system. There are 15 figures here, all of which have the same powers and abilities, but which look subtly different. Choose droids to suit your every mood and whim.

whisper mode

Accessed via the SELECT key, Whisper Mode allows a person to converse selectively with people in a crowded area. Upon entering Whisper Mode, you will be prompted for the person to whom you wish to whisper, from then on whatever you type will only be heard by that person. When in whisper mode your Message Area will be pink instead of green, and your name, which appear at the beginning of every line of conversation that you type, will be in parenthesis.

POST OFFICE

TOUR AND REFERENCE MANUAL

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1. Introduction

This manual is laid out in 11 sections. Section 1 is the introduction, which contains a brief overview of the PostOffice and terms which will be used in other sections. You should at least skim over this section before attempting to use the PostOffice.

Section 2 section is a tour of the PostOffice, intended to be used while you are connected to GCP and in the PostOffice so that you can watch the screen as you follow the steps. Its purpose is to quickly familiarize you with the different menus used in the PostOffice.

Section 3 is the detailed explanation of the Main Menu.

Section 4 is the detailed explanation of the Archives Menu.

Section 5 is the detailed explanation of the Mail Lists Menu.

Section 6 is a detailed explanation of the Select Form.

Section 7 is a detailed explanation of the Send Form.

Section 8 is a detailed explanation of the Wildcards.

Section 9 is a detailed explanation of the Message Flags.

Section 10 is an example of how to download/upload public domain programs using the GCP PostOffice.

Section 11 lists the editing keys that may be used in the PostOffice.

1.1 Overview

The PostOffice is a menu driven interface to the GCP mail system. PostOffice commands are selected through a combination of menus and forms. You move the cursor with your joystick to a menu selection. There you press the button and a form appears. You fill out the form (or leave it blank) and press START. You now see the results of the command.

1.2 Menus

There are three menus used in the PostOffice: Main Menu, Archives Menu, and Mail Lists Menu. It is through these menus you use the functions of the PostOffice.

1.2.1 Main Menu

When you first arrive in the PostOffice you are in the Main Menu. This menu has the basic functions you need to read and send mail. It is here that you delete old mail. When aborting a command that you have started you will return to this menu. To exit the postoffice and return to the Mailroom you select Exit Mail.

1.2.2 Archives Menu

This menu deals with Public and Private Archives. To access the messages in a archive you must first be in that archive. This is done through the Archives Menu by selecting Goto Public or Goto Private. You can find out what archives there are by selecting List Public or List Private.

1.2.3 Mail List Menu

This menu deals with Public and Private Mail Lists. To subscribe to a public mail list you would select Add Self. To create a private mail list you use Edit Private. You can find out what mail lists there are by selecting List Public or List Private.

1.3 Forms

The PostOffice uses forms to make selections and to get input. Each form can be completed with some, all or none of the lines blank. In most cases leaving a form blank will match everything.

1.3.1 Select Form

This form is for selecting messages in the current archive. If you wanted to read only the new messages you would fill out the Select Form so that only new

messages would match it. If you wanted to read all you mail, new and old, you would leave the select form blank.

1.3.2 Send Form

This form is used to send, answer, and forward messages. You fill out who the message is to and what the subject of the message is.

1.3.3 Name Form

This form is used for inputting archive names, mail list names, terminal commands and files on your disk.

1.4 Archives

All message in the GCP Mail System are stored in archives. Your mailbox is an archive. Archives are storage places for messages. Usually each archive contains messages dealing with a particular subject area; for instance, your mailbox is an archive that contains messages sent to you. Atari is an archive that contains messages sent to the Atari Mail List. To list archives and goto them you use the Archives Menu. To read messages in an archive you use the Main Menu.

1.4.1 Current Archive

The name of the archive you are currently in is displayed in the upper left box. When you enter the PostOffice you are placed in your mailbox. If you goto another archive then its name will be in the box.

```

+-----+
|mailbox      +-----+
++-----+Main Menu+-----+

```

1.4.2 Private Archives

Your mailbox is a private archive. Only you have access to the messages in your private archives. You can not access the messages in another user's private archive. Anyone can create private archives.

1.4.3 Public Archives

Anyone can access the messages in a public archive. Only GCP can create a new public archive. Public Archives are collections of messages that have been sent to one of the Public Mail Lists or Public Domain Programs for downloading.

1.5 Mail Lists

Mail Lists are a compilation of names of users who share an interest in a particular subject. People who subscribe to the Atari Mail List share an interest in the 8bit Atari home computers. When a message is sent to a Mail List each person on that list gets a copy of the message. To list mail lists and subscribe to them you use the Mail List Menu. To send mail to one you use the Main Menu option Send.

1.5.1 Private Mail Lists

You may create private mail lists. Only you will be able to send mail to your private mail lists. You can not use another user's private mail list. Anyone can create private mail lists.

1.5.2 Public Mail Lists

Anyone can send mail to a Public Mail List. Only GCP can create public mail lists. Each public mail list is used for discussions about a general topic.

- Read Reads the messages in the current archive.
- Send Use to send mail to another user of a mail list.
- Answer Used to answer a message in the current archive.
- Move Used to move messages from current archive into a private archive. This is how you create private archives.
- Delete Allows you to select which messages in the current archive you wish to mark for deleting. In a public archive you can only delete messages that you posted. The messages will not be deleted until you exit the PostOffice.
- UnDelete Allows you to undelete the messages you just marked for deletion.
- Keep You may mark a message to be kept. This will prevent it from being deleted when old mail is expired.
- Upload This allows you to upload text or binary message and send them to other users.
- Download This allows you to download a message from the current archive.
- Archives Takes you to the the Archives Menu. Do not select this at this time.
- Mail Lists Takes you to the the Mail Lists Menu. Do not select this at this time.
- Forward Allows you to forward, from the current archive, a message to another user.

List Public This is how you can find out what public archives there are in the PostOffice.

Goto Public This is how you move from your current archive to a public archive.

Goto mailbox This returns you to your mailbox archive.

List Private This lists the private archives you have.

Goto Private This moves you from your current archive to one of your private archives.

Main Menu This returns you to the Main Menu.

Please select the Main Menu option on the Archive Menu.

```

+-----+
|mailbox      +-----+
+---+-----+Archive Menu+-----+
|O List Public  O List private|
|O Goto Public  O Goto Private|
|O Goto mailbox @ Main Menu   | <=====

```

You will now be back in the Main Menu.

2.3 Mail Lists Menu

Please select the Mail Lists option on the Main Menu.

```

+-----+
|mailbox      +-----+
+---+-----+Main Menu+-----+
|O Headers    O Delete    O Archives |
|O Read       O UnDelete  @ Mail Lists| <=====

```

You will now be in the Mail Lists Menu.

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```
+-----+  
|mailbox      +-----+  
+---+--+Mail List Menu+---+  
| O List Public           O Remove Self  
| O List Private          O Delete List  
| O Edit Private          O List On/Off  
| O Add Self              O Main Menu  
+---+--+  
  
+-----+  
  
+-----+  
  
+-----+  
  
START: --        SELECT: --        OPTION: --
```

2.3.1 Commands

This is a list of the commands found on the Mail Lists Menu. Do not make any selections at this time.

List Public This lists the public mail lists that you can send mail to. To receive mail sent to a list you must first subscribe to the list.

List Private This lists any private mail lists you may have created.

Edit Private To create a private mail list you select this option.

Add Self This allows you to subscribe to a public mail list. Once you have added you name you will receive any mail sent to the list.

Remove Self When you do not wish to receive mail sent to a public mail list you can remove your name from the list using this option.

Delete List This deletes a private mail list that you do not want.

List On/Off If you have a private mail list that you don't want to use, but do not want to delete, this option makes it inactive.

Main Menu This returns you to the Main Menu.

Please select the Main Menu option on the Mail List Menu.

```

+-----+
|mailbox  +-----+
+---+-----+Mail List Menu+-----+
| O List Public      O Remove Self |
| O List Private     O Delete List  |
| O Edit Private     O List On/Off  |
| O Add Self         @ Main Menu    | <=====

```

You will now be back in the Main Menu.

This completes the tour of the PostOffice. The next sections will go into more detailed on how to use the selections on the menus.

3. Main Menu

The Main Menu is where you enter and exit the PostOffice. It is also the menu you will use the most. Most of the Main Menu commands deal with messages: reading, sending, deleting, uploading and downloading messages. Through this menu you can access the Archives and the Mail Lists Menus. You can also use some terminal commands from here.

When you first enter the PostOffice you are in the Main Menu. The current archive is your mailbox.

3.1 Headers

This command allows you to quickly scan the contents of the current archive. It lists the headers for the messages that match the Select Form. A header is a two line description of a mail message. When you select Headers you will be placed in the Select Form.

3.1.1 Select Form

You may fill this out to select which headers you wish to view. Leave the form blank to view all the headers in the current archive. Here is an example that will list the header(s) of any new message(s) in the current archive. See Section 9 for a detailed explanation of how to fill out the Select Form.

```

+-----+
| mailbox      +-----+
+-----+-----+Main Menu+-----+
| @ Headers    O Delete      O Archives
| O Read       O UnDelete    O Mail Lists
| O Send       O Keep        O Forward
| O Answer     O Upload      O Terminal
| O Move       O Download    O Exit Mail
+-----+-----+-----+
|
+-----+-----+-----+
| SELECT FORM
+-----+
| Number  :
| Date    :
| From    :
| Subject :
| Flags   : N
| Msg Size:
+-----+-----+-----+
|
+-----+-----+-----+
| START:Done   SELECT:  --   OPTION:ABORT

```

START Press START when you are ready to view the headers. You will then be placed in full text.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.1.2 Viewing Headers

Any headers that match the Select Form will be listed. The joystick will move the window allowing you to view the last 50 lines of headers. Below is an example of the headers that matched a select form that was filled out to only match on new messages. The mailbox contained 5 messages. Messages 1 and 2 have been read and therefore are not new. Messages 3, 4 and 5 have not been read and are new.

3	N	CtM	03/30/86 16:27
Online Signup			315

4	N	EotU	03/30/86 17:30
PostOffice Docs			1254

5	N	HtG	03/30/86 19:21
Testing Read in PostOffice			89

END OF mailbox HEADERS			

START:Pause SELECT: -- OPTION:ABORT			

START Press START to Pause the listing of the headers. Press START to Resume the listing.

OPTION Press OPTION to ABORT the listing. You will be returned to the Main Menu.

3.1.3 Header Format

There are seven parts to a header: <number>, <flags>, <from>, <date>, <time> <subject>, and <size>.

<number>	<flags>	<from>	<date>	<time>	<subject>	<size>
----------	---------	--------	--------	--------	-----------	--------

<number> the position of this message in the current archive.

<flags> see Section 9 for a description of message flags

<from> the name of the person who sent the message.
<date> the date message was posted.
<time> when the message was posted (Eastern Standard Time).
<subject> the subject of the message.
<size> the size of the message in bytes.

Below is an example of the different parts of a message header.

```
|-----|
| 5 N HtG 03/30/86 19:21 |
| Testing Read in PostOffice 89 |
|-----|
```

5 fifth message in the mailbox
N this message has not been read yet
HtG sent this this message
03/30/86 the date message was sent
19:21 the time sent, 7:21pm EST
Testing Read in PostOffice is the subject of
the message
89 the size of the message in bytes

3.2 Read

Select this command to read the messages in the current archive.

3.2.1 Select Form

When you select Read the Select Form will appear. You may fill this out to select which messages you wish to read. Leave the form blank to read all the messages in the current archive. Below is an example of the select form filled out to read only the fifth message in the mailbox. See Section 9 for a detailed

explanation of how to fill out the Select Form.

```

+-----+
|mailbox      +-----+
+-----+-----+Main Menu+-----+
| O Header    O Delete    O Archives
| @ Read      O UnDelete  O Mail Lists
| O Send      O Keep      O Forward
| O Answer    O Upload    O Terminal
| O Move      O Download  O Exit Mail
+-----+-----+
|
+-----+-----+
| SELECT FORM
+-----+-----+
| Number : 5
| Date   :
| From   :
| Subject:
| Flags  :
| Msg Size:
+-----+-----+
|
+-----+-----+
| START:Done  SELECT: --  OPTION:ABORT
+-----+-----+

```

START Press START when you are ready to read the messages. You will be placed in full text.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.2.2 Reading Messages

Any messages that match the Select Form will be scrolled in the Message Display. The joystick will move the window allowing you to view the last 50 message lines. Below is an example of the message that matched the select form above.

```
+-----+
|
|
|-----|
| #    5    N    03/30/86 19:21    Size    89 |
|-----|
| From   : HtG |
| To     : sysop |
| Cc     : EotU  |
| Subject: Testing Read in PostOffice |
| Hi!    |
|   This is a test message for reading |
|   mail in the GCP PostOffice.        |
|                                     HtG |
|-----|
|                                     |
|               END OF mailbox MESSAGES |
|-----|
| START:Pause   SELECT:Skip OPTION:ABORT |
+-----+
```

START Press START to Pause reading. Press START
 to Resume reading.

SELECT Press SELECT to Skip the reminder of the
 current message and begin reading the next
 message.

OPTION Press OPTION to ABORT this command. You
 will be returned to the Main Menu.

3.2.3 Message Format

The first line of a message is a mini-header. This mini-header has 5 parts: <flags>, <date>, <time>, and <size>. Following this is From, To, Cc, and Subject. Then after these lines is the body of the message.

```
-----
<number> <flags> <date> <time> <size>
```

```
From :
To :
Cc :
Subject:
```

```
-----
<MESSAGE>
-----
```

<number> the position of this message in the current archive.

<flags> see Section 9 for a description of message flags

<date> the date message was posted.

<time> when the message was posted (Eastern Standard Time).

<size> the size of the message in bytes.

From the user who sent the message

To who the message was sent to

Cc who was sent a carbon copy of the message

Subject the subject of the message

Below is an example of the different parts of a message.

```
-----
# 5 N 03/30/86 19:21 Size 89
From : HtG
To : sysop
Cc : EotU
Subject: Testing Read in PostOffice

Hi!
      This is a test message for reading
mail in the GCP PostOffice.
      HtG
-----
```

5 fifth message in the mailbox
N this message had not been read yet
03/30/86 the message was sent on March 30, 1986
19:21 at 7:21pm EST
89 is the size of the message in bytes
HtG sent the message
sysop who the message was sent to
EotU received a copy of the message
Testing Read in PostOffice is the subject of the message

3.3 Send

Select this command to send a mail message. You can send mail to people, public mail lists and private mail lists. When sending mail to a person you must use their logon name, not an alias. Mail is posted four times an hour so don't expect the message to be delivered for at least 15 minutes. You can not post binary message to public mail lists. If you do it will be returned to you.

3.3.1 Send Form

When you select Send from the Main Menu the Send Form will appear. You fill this form out with the name(s) of the people you wish to send the message to. Also you enter a subject. Below is an example of sending a message. See Section 7 for a detailed explanation of how to fill out the Send Form.

```

+-----+
|mailbox      +-----+
+-----+Main Menu+-----+
|O Headers    O Delete    O Archives
|O Read       O UnDelete  O Mail Lists
|@ Send       O Keep      O Forward
|O Answer     O Upload    O Terminal
|O Move       O Download  O Exit Mail
+-----+
|
+-----+
|SEND FORM
+-----+
|To          : sysop
|cc          : EotV
|Subject     : Testing Read in PostOffice
|Msg Type:
+-----+
|
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Send Form. You will then be placed in the editor.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.3.2 Composing the Message

It is here that you edit your message. See Section 11 on how to use the editing keys. Here is the message that went with the above Send Form.

```
+-----+
| SEND FORM                                     |
+-----+
| To      : sysop                             |
| cc      : EotU                             |
| Subject : Testing Read in PostOffice       |
| Msg Type:                                   |
+-----+
| Hi!                                         |
|      This is a test message for reading   |
|      mail in the GCP PostOffice.          |
|                      HtG                   |
|                                           |
|                                           |
|                                           |
|                                           |
+-----+
START:Done   SELECT: --   OPTION:ABORT
```

START Press START when you have completed your message. The message will then be sent. You will then be returned to the Main Menu.

OPTION Press OPTION to ABORT this command. The message will not be sent. You will be returned to the Main Menu.

3.3.3 Unknown Address

If you make an error in the To or Cc fields of the Send Form you will be told that the address is unknown. You can then reselect Send and correct the Send Form. Press START and you will again be in the editor with you letter you just tried to send. You may reedit the letter if you wish. Press START when you are done and if the address is correct the message will now be sent.

3.4 Answer

Select this command when you want to answer a message in the current archive. This will prepare the Send Form for you completing it with the details of the message you are answering. The subject will have "Re:" prepend to it. As with Send mail is posted four times an hour so don't expect the message to be delivered for at least 15 minutes.

3.4.1 Select Form

When you select Answer the Select Form will appear. You must fill this out to match the message that you wish to answer. If you leave the Select Form blank you will answer the first message in the current archive. Below is an example of answering the fifth message in the mailbox. See Section 6 for a detailed explanation of how to fill out the Select Form.

```

+-----+
|mailbox      +-----+
+-----+Main Menu+-----+
|  O Headers  O Delete  O Archives
|  O Read     O UnDelete O Mail Lists
|  O Send     O Keep     O Forward
|  @ Answer   O Upload   O Terminal
|  O Move     O Download O Exit Mail
+-----+
+-----+
|SELECT FORM
+-----+
|Number : 5
|Date   :
|From   :
|Subject:
|Flags  :
|Msg Size:
+-----+
|
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Select Form. You will then be placed in the editor.

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OPTION Press OPTION to ABORT this command. You
will be return to the Main Menu.

3.4.2 Composing the Message

It is here that you edit your message. See Section 11 on how to use the editing keys. Below is the example of answering message 5.

```
|SEND FORM|  
|-----|  
To      :HtG  
cc      :  
Subject :Re: Testing Read in PostOffice  
Msg Type:Text  
|-----|  
Hi!  
    This is a test of answering a  
message in the PostOffice  
          HtG  
  
  
  
  
  
  
  
  
  
  
|-----|  
START:Done   SELECT: --   OPTION:ABORT
```

START Press START when you have completed your message. The message will be posted and you will be returned to the Main Menu.

OPTION Press OPTION to ABORT this command and not
send the message. You will be return to
the Main Menu.

3.5 Move

Select this command to move message(s) from the current archive into a private archive. If the private archive does not now exist it will be created. When a message is moved it is copied into the private archive and the message in the current archive is marked for deletion. When you exit the PostOffice via Exit Mail the message will be deleted.

3.5.1 Select Form

When you select Move the Select Form will appear. You may fill this out to select which message(s) you want to move from the current archive to a private one. If you leave it blank all the messages in the current archive will be moved. Below is an example of moving messages 1, 2 and 3 from the mailbox into a private archive.

```

+-----+
|mailbox  +-----+
+-----+Main Menu+-----+
| 0 Headers  0 Delete   0 Archives |
| 0 Read     0 UnDelete 0 Mail Lists|
| 0 Send     0 Keep     0 Forward  |
| 0 Answer   0 Upload   0 Terminal |
| @ Move     0 Download  0 Exit Mail |
+-----+
+-----+
|SELECT FORM|
+-----+
|Number  : 1 2 3|
|Date    :      |
|From    :      |
|Subject :      |
|Flags   :      |
|Msg Size:      |
+-----+
|              |
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START

Press START when you have filled out the Select Form. You will be placed in the Name Form.

OPTION Press OPTION to ABORT this command. No messages will be moved. You will be returned to the Main Menu.

3.5.2 Name Form

Enter the name of the private archive you wish to move the messages to. Below is an example of moving messages 1, 2 and 3 into a private archive called "KEEP".

```

+-----+
|mailbox      +-----+
+-----+-----+-----+
|O Headers   O Delete   O Archives
|O Read      O UnDelete  O Mail Lists
|O Send      O Keep      O Forward
|O Answer    O Upload    O Terminal
|@ Move      O Download  O Exit Mail
+-----+-----+-----+
|
|-----+
|SELECT FORM
|-----+
|Number  : 1 2 3
|Date    :
|From    :
|Subject :
|Flags   :
|Msg Size:
+-----+-----+-----+
| +-----+
| |Name: KEEP
| +-----+
+-----+-----+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Name Form. Any messages that match the Select Form will now be moved into the private archive from the Name Form. You will be returned to the Main Menu. You will be notified when the moving is completed.

OPTION Press OPTION to ABORT this command. No messages will be moved. You will be returned to the Main Menu.

3.6 Delete

Select this command to mark message for deletion. Messages are not deleted until you select Exit Mail. If you change your mind before you exit, select UnDelete to prevent the messages from being deleted.

3.6.1 Select Form

When you select Delete the Select Form will appear. You may fill this out to select which message(s) you wish to mark for deletion. If you leave the form blank you will mark all the message in the current archive for deletion. Below is an example of deleting all the old messages in the mailbox. See Section 6 for a detailed explanation of how to fill out the Select Form.

```

+-----+
|mailbox      +-----+
+-----+-----+Main Menu+-----+
|O Headers   @ Delete   O Archives
|O Read      O UnDelete O Mail Lists
|O Send      O Keep     O Forward
|O Answer    O Upload   O Terminal
|O Move      O Download O Exit Mail
+-----+-----+
|
+-----+-----+
|SELECT FORM
+-----+
|Number :
|Date   :
|From   :
|Subject:
|Flags  : ^N
|Msg Size:
+-----+
|
+-----+
|START:Done   SELECT: --   OPTION:ABORT

```

START

Press START after filling out the Select Form. Any messages that match the Select Form will now be marked for deletion. The message will not be deleted until you select "Exit Mail" from the Main Menu.

OPTION Press OPTION to ABORT this command and not delete any messages. You will be returned to the Main Menu.

3.7 UnDelete

Select this command to save messages that have been marked for deletion.

3.7.1 Select Form

When you select UnDelete the Select Form will appear. You may fill this out to select which message(s) you wish to save from deletion. If you leave the form blank you will save all message in the current archive that are marked for deletion. Below is an example of undeleting all the old messages in the mailbox. See Section 6 for a detailed explanation of how to fill out the Select Form.

```

+-----+
|mailbox      +-----+
++-----++Main Menu++-----++
| O Headers   O Delete   O Archives |
| O Read      @ UnDelete O Mail Lists|
| O Send      O Keep     O Forward  |
| O Answer    O Upload   O Terminal |
| O Move      O Download O Exit Mail |
++-----++
|
+-----+
|SELECT FORM
+-----+
|Number  :
|Date    :
|From    :
|Subject :
|Flags   : ^N
|Msg Size:
+-----+
|
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START after filling out the Select Form. Any messages that match the Select

From will now be saved from deletion. You will be notified how many messages matched the Select Form. You will be returned to the Main Menu

OPTION Press OPTION to ABORT this command. No messages will be undeleted. You will be return to the Mail Menu.

3.8 Keep

Select this command to mark message to be kept. Once a message has been read you have 7 days to mark it for keeping. After 7 days all messages that you have read will be deleted. New messages must be read within 30 days. After that time they too will be deleted.

3.8.1 Select Form

When you select Keep the Select Form will appear. You may fill this out to select which message(s) you wish to mark for keeping. If you leave the form blank you will mark all the message in the current archive for keeping. Below is an example of keeping all the messages from LosMaster in the mailbox. See Section 6 for a detailed explanation of how to fill out the Select Form.

```

+-----+
|mailbox      +-----+
+-----+-----+Main Menu+-----+
| O Headers   O Delete   O Archives
| O Read      O UnDelete  O Mail Lists
| O Send      @ Keep     O Forward
| O Answer    O Upload    O Terminal
| O Move      O Download  O Exit Mail
+-----+-----+
|
+-----+-----+
| SELECT FORM
+-----+
| Number :
| Date   :
| From   : LosMaster
| Subject :
| Flags  :
| Msg Size:
+-----+
|
+-----+-----+
| START:Done   SELECT: --   OPTION:ABORT
+-----+-----+

```

START Press START after filling out the Select Form. Any message(s) that match the Select Form will be marked for keeping. You will be notified how many messages matched the Select Form.

OPTION Press OPTION to ABORT this command. No message will be marked for keeping. You will be returned to the Mail Menu.

3.9 Upload

This command is for uploading text or binary messages. You can use upload to compose a message offline using your favorite text editor. Then print the letter to a file on your disk and upload it. As with Send mail is posted four times an hour so don't expect the message to be delivered for at least 15 minutes.

3.9.1 Send Form

When you select Upload the Send Form will appear. You fill out the Send Form with the name(s) of who you want to send the uploaded file to and the subject of the message. If the file to be uploaded is a program or a binary data file you MUST mark the message as binary. Uploading binary programs as text files does not work. Below is an example of uploading a text message and sending it to the Atari Mail List. See Section 7 for a detailed explanation of how to fill out the Send Form. See Selection 8 on how to Upload/Download public domain programs.

```

+-----+
| mailbox +-----+
+-----+Main Menu+-----+
| O Headers  O Delete  O Archives
| O Read     O UnDelete O Mail Lists
| O Send     O Keep    O Forward
| O Answer   @ Upload  O Terminal
| O Move     O Download O Exit Mail
+-----+
|
| SEND FORM
|-----|
| To       : Atari
| cc       :
| Subject  : Review on ACTION!
| Msg Type:
|-----|
|
+-----+
START:Done  SELECT: --  OPTION:ABORT

```

START Press START when you have filled out the Send Form. You will be placed in the Name Form.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.9.2 Name Form

Enter the name of the file on your disk that you wish to upload.

```

+-----+
|mailbox      +-----+
+-----+Main Menu+-----+
| O Headers   O Delete   O Archives
| O Read      O UnDelete  O Mail Lists
| O Send      O Keep      O Forward
| O Answer    @ Upload    O Terminal
| O Move      O Download  O Exit Mail
+-----+
|
+-----+
|SEND FORM
+-----+
|To          : Atari
|Cc          :
|Subject     : Review on ACTION!
|Msg Type:
+-----+
|
|+-----+
|Name:D:ACTREV.TXT
|
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Name Form. You will be placed in full text and the file uploaded.

OPTION Press OPTION to ABORT this command. The file will not be uploaded. You will be returned to the Main Menu.

3.9.3 Unknown Address

If you make an error in the To or Cc fields of the Send Form you will be told that the address is unknown. Reselect Upload, correct the Send Form and try again.

3.10.1 Select Form

When you select Download the Select Form will appear. You must fill this out to select which message you wish to download. Only one binary message at a time may be downloaded. You will have to select Download for each binary message. You may download any text messages that match the Select Form. If you leave the Select Form blank the first message in the current archive will be downloaded. Below is an example of downloading a program from the AnalogGames public archive, the program is message number 47. See Section 6 for a detailed explanation of how to fill out the Select Form. See Selection 8 on how to Upload/Download public domain programs.

```

+-----+
|mailbox      +-----+
+-----+-----+Main Menu+-----+
| O Headers   O Delete   O Archives
| O Read      O UnDelete  O Mail Lists
| O Send      O Keep      O Forward
| O Answer    O Upload    O Terminal
| O Move      @ Download  O Exit Mail
+-----+-----+
|
|-----+
|SELECT FORM
|-----+
|Number   : 47
|Date     :
|From     :
|Subject  :
|Flags    :
|Msg Size:
+-----+
|
+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Select Form. You will then be placed in the Name Form.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.10.2 Name Form

Enter the name of the file, on your disk, in which you want your download to be placed. You can download to your printer by typing P:

```

+-----+
|mailbox  +-----+
+-----+Main Menu+-----+
| O Headers  O Delete   O Archives |
| O Read     O UnDelete  O Mail Lists|
| O Send      O Keep     O Forward  |
| O Answer   O Upload    O Terminal  |
| O Move      @ Download  O Exit Mail  |
+-----+-----+
|
|-----+
|SELECT FORM
|-----+
|Number   : 47
|Date     :
|From     :
|Subject  :
|Flags    :
|Msg Size:
+-----+-----+
|
|-----+
|Name:D:BOINK.OBJ
|-----+
+-----+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Name Form. You will then be placed in full text and the message downloaded.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.10.3 Downloading Message

The System Window will tell you which message is being downloaded and what percent of it has been downloaded. Below is an example of what a download of the program in the above examples might look like.

```
START      Press START to Pause the download. Press
           START again to Resume the download. This
           is not recommended.

OPTION     Press OPTION to ABORT this command. You
           will be returned to the Main Menu.
```

This selection will take you to the Archives Menu.
See Section 4 for a detailed explanation.

This selection will take you to the Mail Lists Menu.
See Section 5 for a detailed explanation.

3.13 Forward

Select this command when you want to forward a message in the current archive to another user. As with Send mail is posted four times an hour so don't expect the message to be forward for at least 15 minutes.

3.13.1 Select Form

When you select Forward the Select Form will appear. You must fill this out to match the message that you wish to forward. If you leave the Select Form blank you will forward the first message in the current archive. Below is an example of forwarding the fifth message in the mailbox. See Section 6 for a detailed explanation of how to fill out the Select Form.

```

+-----+
|mailbox| +-----+
+-----+Main Menu+-----+
| O Headers  O Delete  O Archives |
| O Read     O UnDelete O Mail Lists|
| O Send      O Keep    @ Forward  |
| O Answer   O Upload   O Terminal |
| O Move      O Download O Exit Mail|
+-----+
|
|SELECT FORM
|-----|
|Number  : 5|
|Date    :  |
|From    :  |
|Subject :  |
|Flags   :  |
|Msg Size:  |
|
+-----+
|
|START:Done  SELECT: --  OPTION:ABORT

```

START

Press START when you have filled out the Select Form. You will then be placed in the Send Form.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

3.13.2 Send Form

You must fill out who you are forwarding this message to. You may forward messages to people, public mail lists and private mail lists. When forwarding to a person be sure to use their logon name, and not an alias. You can not forward a binary message to a public mail list. Below is an example of the Send Form for forwarding.

```

+-----+
|mailbox      +-----+
+-----+-----+Main Menu+-----+
|O Headers   O Delete   O Archives
|O Read      O UnDelete  O Mail Lists
|O Send      O Keep      @ Forward
|O Answer    O Upload    O Terminal
|O Move      O Download  O Exit Mail
+-----+-----+
|
+-----+-----+
|SEND FORM
+-----+
|To          : EotU
|cc          :
|Subject    : Online Signup
|Msg Type:
+-----+-----+
|
+-----+-----+
START:Done   SELECT: --   OPTION:ABORT

```

START Press START when you have filled out the Send Form. You will be placed in the editor.

OPTION Press OPTION to ABORT this command. No message will be forwarded. You will be returned to the Main Menu.

3.13.3 Composing the Message

It is here that you may add comments to the message you are forwarding. If you are forwarding a binary message these comments will be sent as a separate message. If the forwarded message is text the comment will be prepended to the message. See Section 11 on how to use the editing keys. Below is the example of forwarding message 3.

```
+-----+
|SEND FORM|
+-----+
|To       :EotU|
|cc       :   |
|Subject  :Testing Forward|
|Msg Type:   |
+-----+
|Hi!       |
|          |
|   This is a test of forwarding a   |
|a message in the PostOffice         |
|                                Htg   |
|          |
|          |
|          |
+-----+
START:Done   SELECT:  --   OPTION:ABORT
```

START Press START when you have completed your message. The message will be sent and you will be returned to the Main Menu.

OPTION Press OPTION to ABORT this command. No message will be forwarded. You will be returned to the Main Menu.

3.14 Terminal

These are the terminal commands that are available when in the PostOffice.

Capture Capture allows you to print or save to disk what you read in the PostOffice. This allows you to print out the list of Public Archives and Mail Lists. You may also print the headers for an archive or even print your mail. Capture is turned off when you download, upload or exit the PostOffice.

The capture command requires an argument, the name of the file to capture to or P: if you wish to print. Examples:

To print what you read.

```
+-----+
|Name:capture P:                |
+-----+
```

To capture to disk what you read.

```
+-----+
|Name:capture D:ATARIGAM.TXT    |
+-----+
```

Dir Dir allows you to do a disk directory of your disk while online.

Help You can ask for help on the GCP system.

Logoff You can logoff the system from the PostOffice using this command.

Who You can find out who is on the system.

3.14.1 Name Form

When you select Terminal the Name Form will appear. Fill out the Name Form with the command that you wish to use. Below is an example of the Who command.

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```
+-----+  
|mailbox      +-----+  
+-Main Menu-+  
|O Headers   O Delete    O Archives  
|O Read       O UnDelete  O Mail Lists  
|O Send        O Keep     O Forward  
|O Answer     O Upload    @ Terminal  
|O Move       O Download  O Exit Mail  
+-----+  
  
+-----+  
|Name:WHO  
+-----+  
START:Done SELECT: -- OPTION:ABORT
```

START Press START when you have entered the terminal command. You will then be placed in full text.

OPTION Press OPTION to ABORT the command. You
will be returned to the Main Menu.

3.14.2 Full Text

If the command you select was either Capture or Log-off you will be returned to the Main Menu. If you selected Dir, Help, or Who you will remain in full text until you press OPTION. Below is an example of the result from the Who command.

```
START      Press START to Pause the text.  Press START
           to Resume the text.

OPTION     Press OPTION to ABORT the command.  You
           will be returned to the Main Menu.
```

Select this option to exit GCP PostOffice and return to the Mailroom. Any messages marked for deletion will be deleted at this time.

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4. Archive Menu

The Archive Menu is where you list public and private archives. You also use this menu for going from the current archive to a public or private archive. Before you can access the message in another archive you first must goto that archive.

4.1 List Public

This commands allows you to get a list of the Public Archives that are in the GCP PostOffice. You select which archives to list by filling out the Name Form.

4.1.1 Name Form

When you select List Public the Name Form will appear. You may fill this out to select which public archives you wish to list. Leave the form blank if you wish to list all the public archives. Below is an example of listing the public archives that start with the letter 'A'. See Section 8 on using wildcards in the Name Form.

```
+-----+  
| mailbox          +-----+  
+-----+Archive Menu+-----+  
| @ List Public   O List private |  
| O Goto Public   O Goto Private |  
| O Goto mailbox  O Main Menu    |  
+-----+-----+  
  
+-----+  
| Name: A*       +-----+  
+-----+-----+  
START:Done      SELECT: --     OPTION:ABORT
```

START Press START when you are ready to list the public archives. You will be placed in full text.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

4.1.2 Viewing Public Archives List

Any public archives that match the Name Form will be listed. The joystick will move the window allowing you to view the last 50 lines. Below is an example of the public archives that matched the Name Form filled out above.

Public Archive Owner	# Of Messages	Size Bytes
All EotU	13	15492
ANALOG MAGAZINE Analog	37	63127
AnalogDemos HtG	5	14341
END PUBLIC ARCHIVES		

START:Pause SELECT:Done OPTION:ABORT

START Press START to Pause the list of public archives. Press START again to Resume the listing.

SELECT Press SELECT when finished viewing the list. You will be returned to the Archives Menu.

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OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

4.2 Goto Public

Moves you from the archive you are currently in to a Public Archive. The only way to access messages in a public archive is to first goto the archive. You can not read or download messages from a public archive until you goto that archive.

4.2.1 Name Form

When you select Goto Public the Name Form will appear. You enter the name of the archive you wish to goto. If you leave the Name Form blank you will be placed in the first public archive. Below is an example of going from the mailbox to the AtariTelecom public archive. See Section 8 on using wildcards in the Name Form.

```
+-----+  
| mailbox      +-----+  
+-----+Archive Menu+-----+  
| O List Public    O List private |  
| @ Goto Public    O Goto Private  |  
| O Goto mailbox   O Main Menu     |  
+-----+  
  
+-----+  
| Name: AtariTelecom |  
+-----+  
START:Done   SELECT: --   OPTION:ABORT
```

START Press START when you have filled out the
Name Form. This will move you from the

current archive into the Public Archive that matches the Name Form. You will be returned to the Main Menu.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu. You will remain in the current archive.

4.2.2 Unknown Public Archive

If the Name Form does not match any public archive you will be placed in the Main Menu but remain in the current archive.

4.2.3 Known Public Archive

If the Name Form does match a public archive you will be placed in the Main Menu with this archive as your new current archive.

```
+-----+
|AtariTelecom +-----+
++-----+Main Menu+-----+
```

You may now list the headers, read, or download the messages in this archive. Before you can again read your mail you must return to your mailbox archive. You do not need to return to your mailbox to exit the PostOffice.

4.3 Goto mailbox

This command will return you to your private mailbox archive and the Main Menu.

4.4 List Private

This command allows you to get a list of the Private Archives that you own. You select which archives to list by filling out the Name Form.

4.4.1 Name Form

When you select List Private the Name Form will appear. You may fill this out to select which

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private archives you wish to list. Leave the form blank if you wish to list all the private archives you own. Below is an example of listing all of your private archives. See Section 8 on using wildcards in the Name Form.

```
+-----+
|mailbox      +-----+
+---+Archive Menu+---+
    |O List Public   @ List Private|
    |O Goto Public   O Goto Private|
    |O Goto mailbox  O Main Menu  |
+-----+
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|                                                     |
|Name: _____|
+-----+
START:Done        SELECT: --       OPTION:ABORT
```

START Press START when you are ready to list your
 private archives. You will be placed in
 full text.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

4.4.2 Viewing Private Archives List

Any private archives that match the Name Form will be listed. The joystick will move the window allowing you to view the last 50 lines. The asterisk marks the current archive. Below is an example of a list of private archives.

Archive Mailbox	# Of Messages	Size Bytes
KEEP	3	5321
*mailbox	5	7842
Totals	8	13163
END PRIVATE ARCHIVES		
START:Pause SELECT:Done OPTION:ABORT		

START Press START to Pause the list of private archives. Press START again to Resume the listing.

SELECT Press SELECT when done viewing the list. You will be returned to the Archives Menu.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

4.5 Goto Private

Moves you from the current archive into one of your private archives. The only way to access messages in a private archive is to first goto the archive. You can not read or download messages from a private archive until you goto that archive. You can not goto another user's private archive.

4.5.1 Name Form

When you select Goto Private the Name Form will appear. You enter the name of the archive you wish to goto. If you leave the Name Form blank you will be placed in your first private archive. Below is an

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example of going from the mailbox to the KEEP private archive. See Section 8 on using wildcards in the Name Form.

```
+-----+  
|mailbox      +-----+  
+---+Archive Menu+---+  
|O List Public    O List private|  
|O Goto Public     @ Goto Private|  
|O Goto mailbox   O Main Menu  |  
+-----+  
  
+-----+  
|Name: KEEP      |  
+-----+  
START:Done       SELECT: --   OPTION:ABORT
```

START Press START when you have filled out the Name Form. This will move you from the current archive into the private archive that matches the Name Form. You will be returned to the Main Menu.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

4.5.2 Unknown Private Archive

If the Name Form does not match any of your private archives you will be placed in the Main Menu but remain in the current archive.

4.5.3 Known Private Archive

If the Name Form does match a private archive you will be placed in the Main Menu with this archive as your current archive.

```
+-----+
|KEEP      +-----+
++-----+Main Menu+-----+
```

You may now list the headers, read, or download the message in this archive. Before you can again read your mail you must return to your mailbox archive. You do not need to return to your mailbox to exit the PostOffice.

4.6 Main Menu

Select this command to return you to the Main Menu. You will remain in the current archive.

START Press START when you are ready to list the public mail lists.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

5.1.2 Listing Public Mail Lists

After pressing START in the Name Form you will be placed in full text. Any public mail lists that match the Name Form will be listed. The joystick will move the window allowing you to view the last 50 lines. Below is an example of the public mail lists that matched the Name Form given above, that is, all public mail lists.

```
+-----+
|                                             |
|                                             |
|-----|
|               Public Mailing Lists          |
|-----|
| All                                           |
| Atari                                        |
| CyberWorld                                   |
| Robots                                       |
| SciFi                                        |
| Space                                       |
| ST                                           |
|-----|
|               END PUBLIC MAILING LISTS      |
|-----|
| START:Pause  SELECT:Done  OPTION:ABORT      |
+-----+
```

START Press START to Pause the list. Press START again when you are ready to Resume the listing.

SELECT Press SELECT when you are finished listing the public mail lists. You will be

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returned to the Mail List Menu.

OPTION Press OPTION to ABORT this command. You
 will be returned to the Main Menu.

5.2 List Private

This commands lists the Private Mail List that you have created. Only you can use your private mail lists.

5.2.1 Name Form

When you select List Private the Name Form will appear. You may fill out to select which private mail lists to list. Leave the form blank if you wish to list all the private mail lists. Below is an example of listing all the private mail lists that start with the letter 'D'. See Section 8 on using wildcards in the Name Form.

```
+-----+  
|mailbox      +-----+  
+---+-----+Mail List Menu+-----+  
|O List Public       O Remove Self |  
|@ List Private      O Delete List |  
|O Edit Private      O List On/Off |  
|O Add Self          O Main Menu   |  
+---+-----+  
  
+-----+  
|Name: D*  
+-----+  
START:Done    SELECT: --    OPTION:ABORT
```

START Press START when you are ready to list the private mail lists. You will be returned to the Mail List Menu.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

5.2.2 Listing Private Mail Lists

After pressing START in the Name Form you will be placed in full text. Any private mail lists that match the Name Form will be listed. The joystick will move the window down allowing you to view the last 50 lines. Below is an example of the private mail lists that matched the Name Form given above.

```
+-----+
|                                             |
|                                             |
|-----|
|               Private Mailing Lists        |
|-----|
| DrWhoRPG                                   |
| Downloaders                               |
|-----|
|               END PRIVATE MAILING LISTS    |
|-----|
START:Pause  SELECT:Done  OPTION:ABORT
```

START Press START to Pause the list. Press START again when you are ready to Resume the listing.

SELECT Press SELECT when you are done listing the private mail lists. You will be returned to the Mail List Menu.

OPTION Press OPTION to ABORT this command. You will be returned to the Main Menu.

5.3 Edit Private

This command allows you to create and edit your own private mail lists. Only you can send mail to your private mail list.

5.3.1 Name Form

When you select **Edit Private** the **Name Form** will appear. Enter the name of the private mail list you wish to create or edit. If the list does not now exist the it will be created else you will edit the current list. Below is an example of filling out the **Name Form** to create a private mail list called 'FTL'. See **Section 8** on using wildcards in the **Name Form**.

```

+-----+
|mailbox  +-----+
+-----+Mail List Menu+-----+
|O List Public      O Remove Self
|O List Private     O Delete List
|@ Edit Private     O List On/Off
|O Add Self         O Main Menu
+-----+
+-----+
|Name: FTL
+-----+
START:Done    SELECT:  --    OPTION:ABORT

```

START Press START after you have filled out the Name Form. You will be placed in the editor.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

5.4.1 Name Form

When you select Add Self the Name Form will appear. You may fill this out to select which public mail lists you will subscribe to. Leave the Name Form blank to subscribe to all public mail lists. Below is an example of subscribing to all the public mail lists. See Section 8 on using wildcards in the Name Form.

```
+-----+  
| mailbox      +-----+  
+---+-----+Mail List Menu+-----+  
| O List Public       O Remove Self |  
| O List Private     O Delete List  |  
| O Edit Private     O List On/Off   |  
| @ Add Self         O Main Menu    |  
+-----+  
  
+-----+  
| Name:  
+-----+  
START: Done SELECT: -- OPTION: ABORT
```

START Press START after you have filled out the Name Form. You will be returned to the Mail List Menu.

OPTION Press OPTION to ABORT this command. You
 will be returned to the Main Menu.

5.5 Remove Self

This command allows you to unsubscribe from public mail lists. Until you unsubscribe from a public mail list you will receive any mail sent to the list.

When you select Remove Self the Name Form will appear. You may fill this out to select which public mail lists you want to unsubscribe from. Leave the Name Form blank to unsubscribe from all public mail lists. Below is an example of unsubscribing from the All public mail list. See Section 8 on using wildcards in the Name Form.

```

+-----+
|mailbox  +-----+
+-----+Mail List Menu+-----+
|O List Public      @ Remove Self
|O List Private     O Delete List
|O Edit Private     O List On/Off
|O Add Self         O Main Menu
+-----+
+-----+
|Name:All
+-----+
START:Done    SELECT:  --    OPTION:ABORT

```

START Press START after you have filled out the
Name Form. You will be returned to the
Mail List Menu.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

This command allows you to delete private mail lists. You can only delete your own private mail lists.

5.6.1 Name Form

When you select Delete List the Name Form will appear. You may fill this out to select which private mail lists you want to delete. Leave the Name Form blank to delete all of your private mail lists. Below is an example of deleting the FTL private mail list. See Section 8 on using wildcards in the Name Form.

```
+-----+  
|mailbox      +-----+  
+-----+Mail List Menu+-----+  
|O List Public       O Remove Self  
|O List Private      @ Delete List  
|O Edit Private      O List On/Off  
|O Add Self          O Main Menu  
+-----+  
  
+-----+  
|Name:FTL  
+-----+  
START:Done    SELECT: --    OPTION:ABORT
```

START Press START after you have filled out the
Name Form. You will be returned to the
Mail List Menu.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

5.7 List On/Off

This command allows you to make a private mail list active or inactive. When created, lists are active. If you make a private mail list inactive you can not send mail to it until you make it active.

When you select List On/Off the Name Form will appear. You may fill this out to select which private mail lists you want to make active/inactive. Leave the Name Form blank to change the state of all your private mail lists. Below is an example of making the FTL private mail list inactive. See Section 8 on using wildcards in the Name Form.

```
+-----+  
|mailbox      +-----+  
+-----+Mail List Menu+-----+  
|O List Public    O Remove Self  
|O List Private   O Delete List  
|O Edit Private   @ List On/Off  
|O Add Self       O Main Menu  
+-----+  
  
+-----+  
|Name:FTL  
+-----+  
START:Done     SELECT: --     OPTION:ABORT
```

START Press START after you have filled out the
Name Form. You will be returned to the
Mail List Menu.

OPTION Press OPTION to ABORT this command. You
will be returned to the Main Menu.

This command returns you to the Main Menu.

6. Select Form

This section is a detailed explanation of the Select Form. There are 6 fields in the Select Form: Number, Date, From, Subject, Flags and Msg Size. By filling them out you can select which messages you wish to work on. A blank field will match any message. That is, if you leave the date field blank it will match the date on any message. Below is an example of an empty Select Form. This would match any message in the current archive. Normally you only fill out a few fields of the Select Form. It is very rare that you need to fill in all of the fields.

SELECT FORM	
Number	:
Date	:
From	:
Subject	:
Flags	:
Msg Size	:

6.1 Number Field

This field is used to match on the message number of a message in the current archive. If it is left blank it will match any message number. You may match on a single number, a list of numbers, a range or numbers or even a mix of all three. If you only want to match one message just enter its number on the Number field. If you want to match several different messages enter their numbers separated by spaces. If you want to match on a range of number enter the starting number and dash and the ending number. Below are 5 examples of how to fill out the Number Field.

Matches all messages

|Number : |

Matches only message 16

|Number : 16 |

Matches the list of messages 2, 3, 16, and 27

|Number : 2 3 16 27 |

Matches the range of messages 2 through 5

|Number : 2-5 |

Matches message 1, range of messages 4 through 7 and message 16

|Number : 1 4-7 16 :

6.2 Date Field

This field is used to match on the date a message was sent. If it is left blank it will match any date. The Date Field can be filled out in many formats. You may also try to match on messages before or after a date. Below are 9 examples of how to fill out the Date Field.

Matches any date

|Date : |

Matches any message sent on Feb 23, 1986

|Date : Feb 23, 1986 |

|Date : 2/23/86 |

|Date : 23 Feb 1986 |

Matches any message sent today

|Date : 0 |

Matches any message sent within the last 7 days

|Date : -7 |

Matches any message sent more than 7 days ago

|Date : +7 |

Matches any message sent before 1986

|Date : <1986 |

Matches any message sent after Feb 21, 1986

|Date : >Feb 21, 1986 |

6.3 From Field

This field is used to match on who sent a message. If it is left blank it will match any person. The field can be filled out to only match on one or more people. Below are 4 examples of how to fill out the From Field. You may use wildcards in this field.

Matches any person	
From :	
Matches any message from HtG	
From : HtG	
Matches any message from HtG or CtM	
From : HtG!CtM	
Matches any message from someone whose name starts with a 'D'	
From : D*	

6.4 Subject Field

This field is used to match on the subject of a message. If it is left blank it will match any message subject. Below are 3 examples of how to fill out the Subject Field. You may use wildcards in this field.

Matches any subject	
Subject :	
Matches any message with the subject "START.COM"	
Subject : START.COM	
Matches any message with the word "HELP" in its subject	
Subject : *Help*	

6.5 Flags Field

This field is used to match on the message flags of a message. If it is left blank it will match any message flag. The Flags field allows you to specify one or more groups of flags for matching. Each group consists of several flags with intervening spaces.

In order to match a group, a message must match all the flags specified in that group. Several groups can be specified by separating the groups with a space. A message must match one or more of the groups. Also you can negate the sense of a flag by using ^ (^D means 'not deleted'). See Section 10 for a description of the different message flags. Below are 6 example of how to fill out the Flags Field.

Matches any message flag
|Flags : |

Matches any message that are new
|Flags : N |

Matches any message that are not new
|Flags : ^N |

Matches any message that has been deleted
|Flags : D |

Matches any message that has not been read and
is not binary
|Flags : N^B |

Matches any message that is marked for deletion
or keeping. This is an example of matching a
group of flags.
|Flags : D K |

6.6 Msg Size Field

This field is used to match on the size (in bytes) of a message. If it is left blank it will match any message size. You may match on a given size, less than a size, or greater than a size. Below are 4 examples of how to fill out the Size Field.

Matches any message size
|Msg Size:

|

Matches any message that is 1234 bytes long
|Msg Size: 1234

|

Matches any message that is less than 5001
bytes
|Msg Size: <5001

|

Matches any message that is greater than
21000 bytes
|Msg Size: >21000

|

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7. Send Form

This section is a detailed explanation of the Send Form. There are 4 fields in the Send Form: To, Cc, Subject and Msg Type. Normally you will only need to fill out the To and Subject fields. If you wish to send a 'carbon copy' to another person you can use Cc. The only time you will need to fill out the Msg Type is if you are uploading a program, then you MUST enter BINARY or the upload will not work. After entering a message the Send Form will be checked to make sure the name(s) in the To and Cc fields are correct. If any of the names are unknown you can reselect the command and correct the send form.

7.1 To Field

This field MUST be filled in with the name of a person or mail list. You may enter more than one name in the To field if you separate them by spaces.

7.2 Cc Field

This field is not required. Use it only if you wish to send a copy of this message to another person or mail list. You may enter more than one name in the Cc field if you separate them by spaces.

7.3 Subject Field

You are not required to fill in this field. It is recommended that you do. This should be a brief title for your message.

7.4 Msg Type Field

This field need only be filled out if you are uploading a binary message. In this case you MUST enter BINARY or B (short for binary). Uploading a binary message without entering the BINARY in the Msg Type field will cause the message to be uploaded as TEXT. A binary message uploaded as text will not work.

7.5 Send Form Examples

This is an example of sending a message to HtG with the subject "This is a test of Send".

```
+-----+
|SEND FORM|
+-----+
|To       : HtG|
|cc       :   |
|Subject  : This is a test of Send|
|Msg Type:   |
+-----+
```

This is an example of sending a message to HtG and EotU with the subject "This is another test of Send".

```
+-----+
|SEND FORM|
+-----+
|To       : HtG EotU|
|cc       :   |
|Subject  : This is another test of Send|
|Msg Type:   |
+-----+
```

This is an example of sending a message to HtG and a copy to CtM with the subject "Testing 1 2 3".

```
+-----+
|SEND FORM|
+-----+
|To       : HtG|
|cc       : CtM|
|Subject  : Testing 1 2 3|
|Msg Type:   |
+-----+
```

This is an example of sending a message to the public mail lists Robots. The subject of the message is "HERO 2000".

```
+-----+
|SEND FORM|
+-----+
|To       : Robots|
|cc       :   |
|Subject  : Hero 2000|
|Msg Type:   |
+-----+
```

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This is an example of a send form for uploading a program to AtariDemos. The subject of the message is "ACTION! Demo Program". The program is binary so the Msg Type field is completed. The only time you need to fill out Msg Type is when uploading a binary message.

```
+-----+
| SEND FORM                                     |
+-----+
| To      : AtariDemos                       |
| cc      :                                  |
| Subject : ACTION! Demo Program             |
| Msg Type: BINARY                           |
+-----+
```

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8. Wildcards

This section is a detailed explanation of where and how to use wildcards in the PostOffice. WildCards are used for pattern matching in text strings. Below is a list of the forms and fields that you can use wildcards in.

MENU	COMMAND	FORM	FIELDS
Main			
	Headers	Select	From, Subject
	Read	Select	From, Subject
	Answer	Select	From, Subject
	Move	Select	From, Subject
	Move	Name	
	Delete	Select	From, Subject
	UnDelete	Select	From, Subject
	Keep	Select	From, Subject
	Download	Select	From, Subject
	Forward	Select	From, Subject
Archives			
	List Public	Name	
	Goto Public	Name	
	List Private	Name	
	Goto Private	Name	
Mail Lists			
	List Public	Name	
	List Private	Name	
	Edit Private	Name	
	Add Self	Name	
	Remove Self	Name	
	Delete List	Name	
	List On/Off	Name	

The following are the wildcard characters that you may use in the PostOffice.

8.1 *

Matches any number of characters up to either a character or the end of the line. EXAMPLES:

To read all messages that have the word modem in the subject you would fill out the Subject field in the Select Form with:

```

+-----+
| SELECT FORM
|-----|
| Number  :
| Date    :
| From    :
| Subject :*modem*
| Flags   :
| Msg Size:
|-----+

```

To list all the Analog Public Archives, using LIST PUBLIC, you would fill out the Name Form with:

```

+-----+
| Name:Analog*
|-----+

```

To list all the Public Mail Lists, using LIST PUBLIC, that begin with the letter S you would fill out the Name Form with:

```

+-----+
| Name:S*
|-----+

```

8.2 ?

Matches any single character. EXAMPLE:

To list the headers on all messages about Atari 1030 or Atari 1050 you would fill out the Select From with:

```

+-----+
| SELECT FORM
|-----|
| Number  :
| Date    :
| From    :
| Subject :*atari 10?0*
| Flags   :
| Msg Size:
|-----+

```

8.3 !

Means OR as in this!that!the_other. EXAMPLES:

To delete all the messages from Eotu or linda you would fill out the Select Form with:

```
+-----+
|SELECT FORM|
|-----|
|Number  :  |
|Date    :  |
|From    :EotU!linda|
|Subject :  |
|Flags   :  |
|Msg Size:  |
+-----+
```

To list the Private Archives KEEP or keeplos, using LIST PRIVATE, you would fill out the Name Form with:

```
+-----+
|Name:KEEP!keeplos|
+-----+
```

8.4 [range]

To match on a range of characters, [A-Z] matches any character that is A to Z. EXAMPLES:

To select the messages sent from users whose logon names begin with letters A through D the From field of the Select Form would be filled out with:

```
+-----+
|SELECT FORM|
|-----|
|Number  :  |
|Date    :  |
|From    :[A-D]*|
|Subject :  |
|Flags   :  |
|Msg Size:  |
+-----+
```

To list all Public Mail Lists that start with the letters 'A' or 'S' you would fill out the Name Form with:

```
+-----+
|Name:[AS]*|
+-----+
```

8.5 [^range]

To match any character that is not in the range, [A-Z] matches any character that is NOT A to Z. EXAMPLES:

To select the messages sent from users whose logon names DO NOT begin with letters A through D the From field of the Select Form would be filled out with:

```
+-----+
| SELECT FORM                                     |
+-----+
| Number :                                       |
| Date   :                                       |
| From   : [^A-D]*                             |
| Subject :                                    |
| Flags  :                                    |
| Msg Size:                                   |
+-----+
```

To list all Public Mail Lists that DO NOT start with the letters 'A' or 'S' you would fill out the Name Form with:

```
+-----+
| Name: [^AS]*                                   |
+-----+
```

9. Message Flags

This section is a detailed explanation of Message Flags. The flags can be found in message headers, reading a message and are used when filling out the Select and Send Forms. Here is a list of the flags and their meanings:

- A Message has been answered using Main Menu Answer.
- B Message is binary.
- D Message is marked for deletion upon exit.
- K Message is marked for keeping.
- M Message has been moved to another archive.
- N Message is new, has not been read.
- U Message has been undeleted.

9.1 Message Flags Examples

This is the header of a new binary message: 'BN'

```
-----  
10 BN  HtG                      03/31/86 21:38  
START.COM                      12046  
-----
```

This is a message that has been answered: 'A'

```
-----  
10 A  HtG                      03/31/86 21:38  
Testing Answer  
-----
```

These messages have been marked for deletion: 'D'

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8 D HtG	03/31/86 21:37
upload test	446
9 D HtG	03/31/86 21:37
START.COM	12069
10 BD HtG	03/31/86 21:38
START.COM	12046

10. Downloading/Uploading

This section is an example of how to download/upload public domain programs using the GCP PostOffice. The public domain programs are kept in a number of Public Archives. Many of these programs were uploaded by other GCP users. This section is written assuming that you are logged on to GCP and have just entered PostOffice and are in the Main Menu. DO NOT download to your GCP disks, you must supply other disks to download to. Make sure you have enough space on the disk your are downloading to.

10.1 Where are Public Domain Programs?

Before you can download you must find out where the programs are. They are in a number of different public archives. First you will need a list of these public archives. Please select Archives on the Main Menu.

```

+-----+
|mailbox      +-----+
++-----+Main Menu+-----+
|O Headers   O Delete   @ Archives | <=====
|O Read      O UnDelete O Mail Lists|

```

You will now be in the Archives Menu. Please select List Public.

```

+-----+
|mailbox      +-----+
++-----+Archive Menu+-----+
==>> |@ List Public   O List private|
      |O Goto Public   O Goto Private|
      |O Goto mailbox O Main Menu   |
+-----+-----+

```

When the Name Form appears press START. You will now see the list of public archives. Press START to pause and resume the listing. Not all of these public archives contain public domain programs. The ones that do have names like: AtariArt, AtariDemo, AtariGames, AtariMusic, AtariTelecom, and AtariUtil. For the remainder of this example we will use the AtariGames archive. When you are done listing the archives press SELECT. You will be returned to the Archive Menu.

10.2 Changing archives

The next step is to goto the public archive so that we can list what it contains. To do this select Goto Public, from the Archive Menu, and the Name Form will appear.

```

+-----+
|mailbox      +-----+
+-----+-----+Archive Menu+-----+
====>> | O List Public   O List private|
        | @ Goto Public   O Goto Private|
        | O Goto mailbox  O Main Menu   |
+-----+-----+-----+

```

Enter the name of the public archive to goto, for this example AtariGames, and press START. You will be placed in the AtariGames archive and returned to the Main Menu.

```

+-----+
|Name:AtariGames|
+-----+

```

10.3 Listing Programs

Now that you are in the public archive you can list what messages it contains. Do this by selecting Headers from the Main Menu.

```

+-----+
|AtariGames  +-----+
+-----+-----+Main Menu+-----+
====>> | @ Headers   O Delete   O Archives |
        | O Read     O UnDelete O Mail Lists|

```

The Select Form will appear, leave the form blank so that it will list all the messages in this archive, press START. You will now be in full text and the message headers will be listed. Press START to pause and resume the listing. Make a note of the message numbers of the programs that you might want to download. You need a program's message number to download it. You might also want to note the subject and size of the program.

Let us select message 32 from the AtariGames for downloading. This message was uploaded by a user named ROCKETJOCK. The program is ITSPNBALL a pinball game. The header for the message is:


```
+-----+
| 32 B   ROCKETJOCK       06/23/85 18:31|
| ITSPNBAL - PINBALL MACH.      30336|
+-----+
```

When you are done listing the message headers press OPTION. You will be returned to the Main Menu.

10.4 Downloading Public Domain Programs

Select Download from the Main Menu. The Select Form will appear, enter the number of the message you wish to download. This message must be in the current archive. In this case we are in the AtariGames archive and wish to download message 32.

```
+-----+
| SELECT FORM
|-----|
| Number :32
| Date   :
| From   :
| Subject:
| Flags  :
| Msg Size:
|-----|
+-----+
```

After entering 32 in the Number field press START. The Name Form will appear. Enter the name of the file you want to download to. In this case we will download to D:ITSPNBAL.OBJ.

```
+-----+
| Name:D:ITSPNBAL.OBJ
|-----|
+-----+
```

Press START after entering the file name. You will be placed in full text and the program will be downloaded. When the download is done you will be returned to the Main Menu.

Now if there is another program, in the current archive, you wish to download reselect Download and follow the above steps. This time enter the new message number into the Select Form. If you are finished downloading return the CITY disk to drive 1.

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10.5 Uploading Public Domain Programs

Most of the public domain programs were uploaded by GCP customers. You are charged for the time spent uploading but when anyone downloads your program you will receive \$ 0.72 per hour of the time they spend downloading. If 10 people download your program you should break even if more download it then you will make money. Make sure to only upload PUBLIC domain programs. GCP will remove any non-public domain programs that are uploaded.

To upload, you first need to choose which public archive your program should be in. If it is an Atari music program then it should be in AtariMusic archive. If it is a game for the ST then it should be in the STGames archive. Look at the list of public archives to find the one that is appropriate.

Once you have selected the archive select Upload from the Main Menu. The Send Form will appear. Enter the name of the public archive you have chosen on the To line of the Send Form. For this example we will upload a game to the AtariGames archive. Be sure to include a subject that lets people know what kind of game this program is. When uploading programs be sure to mark them as BINARY. A program that is uploaded without entering BINARY in the Msg Type field will not work.

```
+-----+
|SEND FORM|
+-----+
|To       :AtariGames|
|cc       :          |
|Subject  :NOVABOMB.OBJ a space war game|
|Msg Type: BINARY    |
+-----+
```

After you fill out the Send Form press START. The Name Form will appear. Enter the name of the file on your disk that you are uploading. In this case it is D:NOVABOMB.OBJ.

```
+-----+
|Name:D:NOVABOMB.OBJ|
+-----+
```

Press START when you have filled out the Name Form. You will be placed in full text and your file will be uploaded. When the upload is done you will be

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returned to the Main Menu.

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11. Keyboard Editing Functions

This section explains how to use the different editing keys in the PostOffice. These allow you to edit the forms and you messages. You can delete characters, move the cursor, delete lines and insert a blank line.

11.1 Keys

This is a list of the editing keys you may use in the PostOffice.

CONTROL	Controls a number of features when pressed along with another key.
DELETE BACKSPACE	Moves the cursor back one space, deleting the previous character.
CONTROL DELETE BACKSPACE	Deletes character at the position of the cursor. Will beep if attempting to delete past the end of the current line.
SHIFT DELETE BACKSPACE	Deletes the current line and moves all lines below it up one line.
SHIFT INSERT	Inserts a blank line above the current line, moving all other lines down. (Unless the buffer is full.)
SHIFT	Types upper-case characters.
CAPS	Shifts computer between upper-case and lower-case character modes.

SHIFT CAPS	Locks computer in the upper-case for alphabetic characters.
RETURN	Returns cursor to left margin.
SHIFT CLEAR	Undoes changes made to the current line since the last time that the cursor left the line. Will not bring back a deleted line.
CONTROL SHIFT CLEAR	Moves the cursor to the first used column of the current line.
CONTROL SHIFT INSERT	Moves the cursor to the last used column of the current line.
CONTROL SHIFT <uparrow>	Moves the cursor to the first column of the first line of the current buffer.
CONTROL SHIFT <downarrow>	Moves the cursor to the first column of the last line of the current buffer.
CONTROL <uparrow>	Moves the cursor up one row.
CONTROL <downarrow>	Moves the cursor down one row.
CONTROL <rightarrow>	Moves the cursor to the right one character.
CONTROL <leftarrow>	Moves the cursor to the left one character.

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